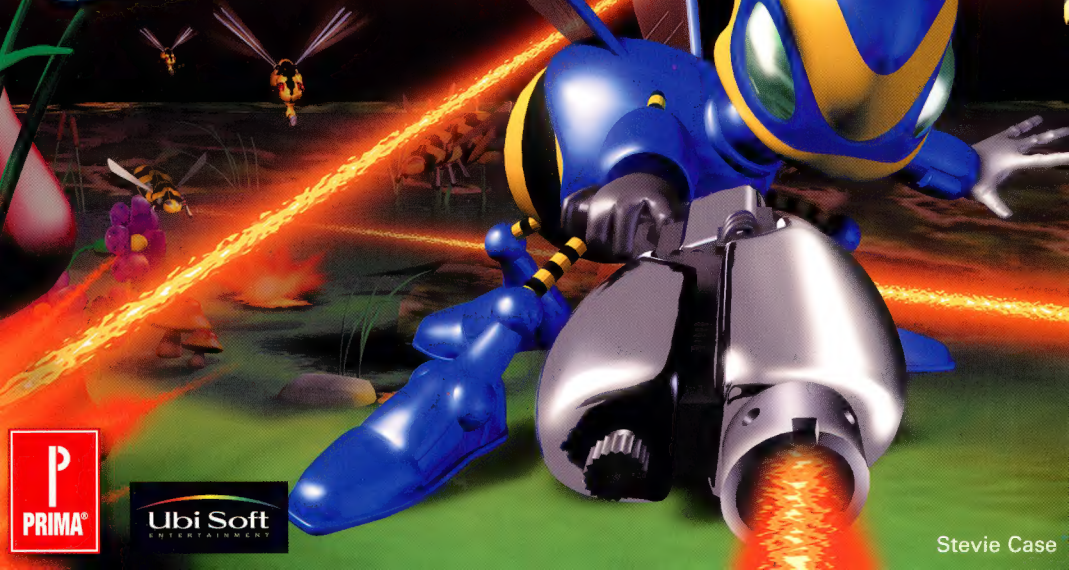




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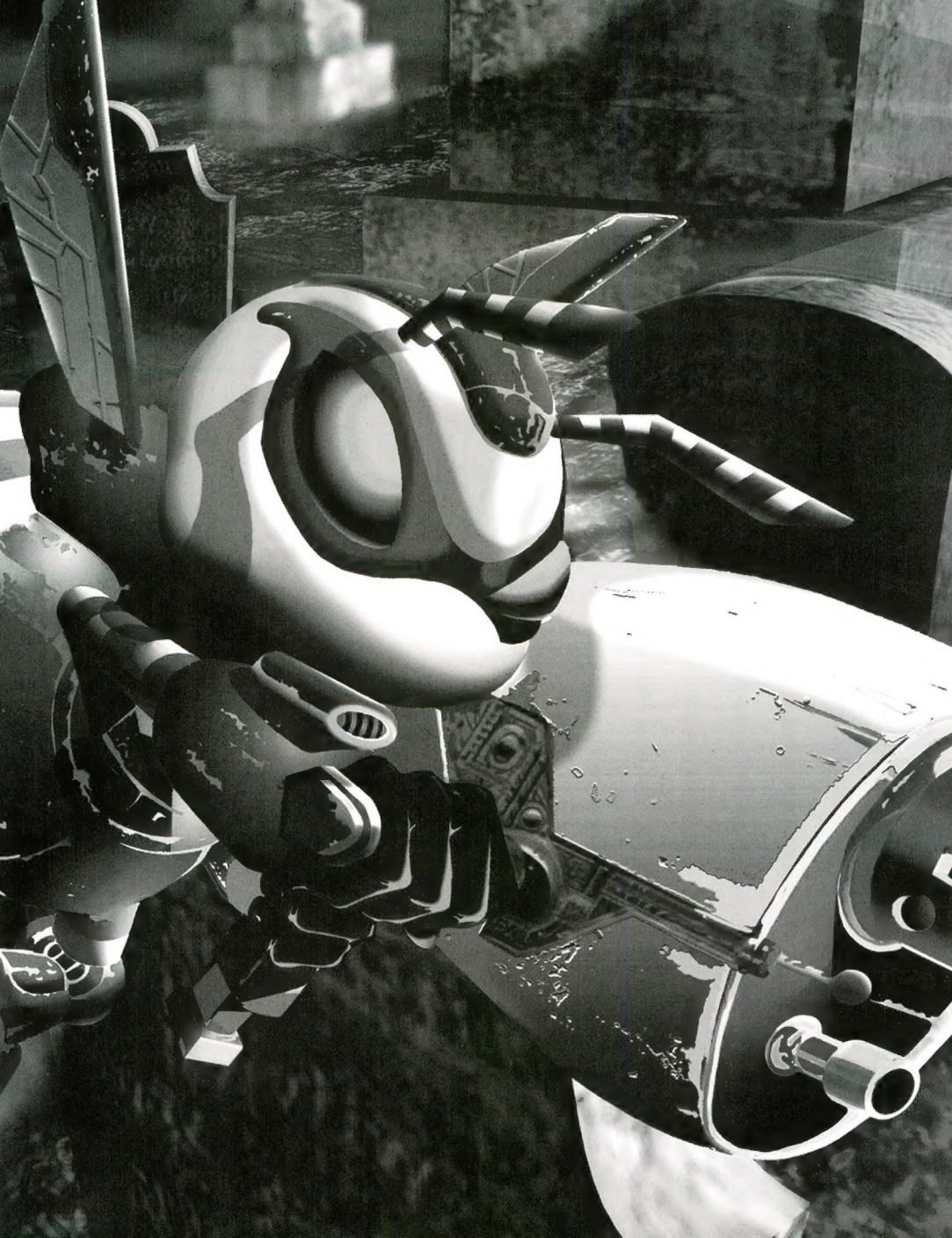
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WHO IS BUCK BUMBLE

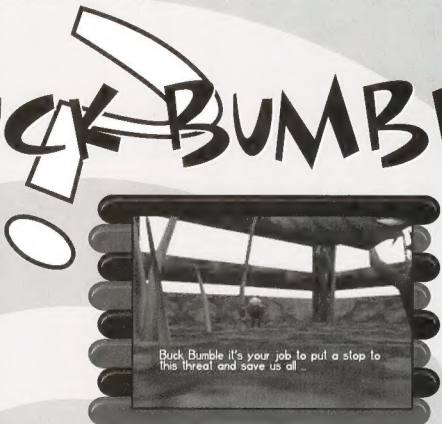
It's 2010 and life is normal for the human population of earth. However, life in the insect community has taken a bizarre turn. The residual effects of a chemical spill years ago in rural England are just beginning to surface.

The spill had a never-before-seen effect on the nearby insect population. It appears the pollution has created a highly intelligent insect super-race capable of wreaking serious havoc on the rest of the insect community. This super-race of well-built baddies, known only as the Herd, is now plotting a takeover of the garden and beyond.

For some time, the Herd has been successful in its efforts to dominate the insect community. They slaughter their helpless insect victims and replenish the population with evil Herd minions. This re-population effort has kept the Herd campaign a secret from humans, who have yet to notice the new dominant breed of bug.

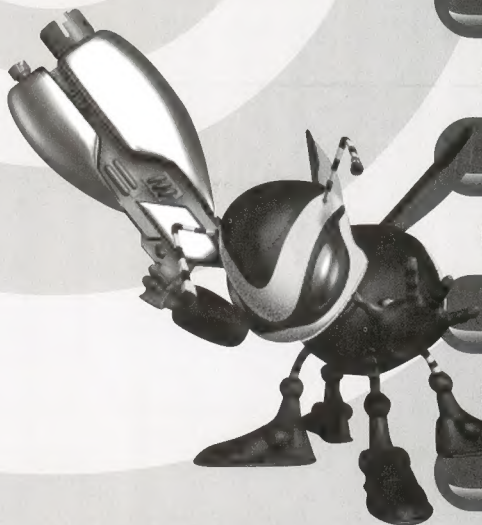
In a desperate attempt to battle the evil Herd, the insects formulated the BUCK project—a single volunteer bumblebee implanted with the latest cyborg military equipment. The goal of this top secret military project is to create one insect strong enough to destroy several thousand members of the Herd army and infiltrate their bases and outposts. The volunteer selected by the military powers is the one and only Buck Bumble!

Now it's up to Buck to save the garden and prevent the total annihilation of his brothers and sisters. Buck will have minimal assistance from the insect army, so the true burden rests on his shoulders alone. He has the tools and the talent, and now it's time to use his skills to reclaim the garden from the evil Herd!



BUCK PROTOTYPE EQUIPMENT DESCRIPTION

Height:	0.85 inches
Weight:	0.08 ounces
Armor:	Blue KV response armor
Weaponry:	Multifunctional
Air Speed:	Up to 8 miles per hour
Optics:	BLR dat.tex Color Amplifying Goggles and on-board BHIT targeting and radar systems





The Interface

Understanding the game interface is essential to successfully completing each mission. There are several indicators and counters on the screen, each of which has a distinct purpose. Become familiar with these helpful little items and you'll have more luck battling the Herd.

WEAPONS

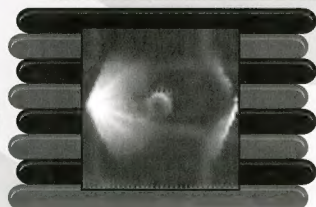
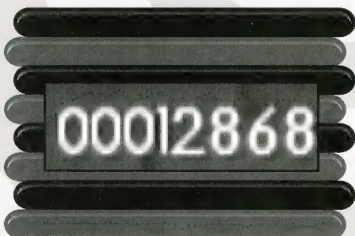
Your available weapons and ammo can be seen in the top left-hand corner of the screen.



The white number indicates remaining ammunition. Your current weapon is displayed in the middle of three showing in the top left of your screen. Use the (C/L) and (C/D) buttons to scroll forward and backward through all available weapons.

Points

In the top right-hand corner of the screen is your point total in white numerals.



missions quickly, killing enemies, and picking up the point components that float in blue plasma throughout the garden.

You will be rewarded with an extra life when your point total reaches 10,000. You can earn points by finishing

Health

Directly below your point total is a red health indicator.



When the indicator is completely red, you're at 100 percent health. As you take damage from enemies, your health decreases and the red indicator nears empty. To regain health, you must collect nectar from the pink flowers throughout the garden.

Lives



You will start the single player game with two lives. Your current number of lives is shown in the bottom right-hand corner of the screen.

Next to the small picture of Buck is the number of lives in blue. You can gain an extra life by collecting 10,000 points.

Time Bonus



If you complete each mission in less than the time shown in the bottom-left corner of the screen, you will receive a point bonus.

The points gained this way will add to your total points and help you gain extra lives. The time remaining on the clock will count down to zero, at which point you can no longer earn a time bonus.

Radar

The radar screen in the top middle of the screen is very useful for detecting hidden enemies.



As the baddies approach, you will see the indicator on the screen close in on the center.

Keep an eye on the radar to protect yourself in rough areas of the garden.



MOVEMENT AND CONTROLS

When the time comes to battle the Herd, Buck's life depends on your ability to effectively guide him through the dangerous garden! Learn these basic maneuvers and tricks of the trade, and you're sure to beat the Herd into submission.

Hover

Hovering is one of the most useful skills you can use against the fast-as-lightning Herd. To hover, press the B button while in the air. You can hover when you must make a precise shot or when you need to turn around quickly. Hovering soon becomes second nature to you as you venture deeper into the garden.



Fly



What good is a bumblebee if he can't fly? To make Buck fly as fast as possible, hold down the A button. For less speed, press and release the

button. As he buzzes along, simply control his movement with the joystick.

Weapon Switch



Buck has eleven weapons at his disposal at various times throughout the game. Three weapons can be seen at a time in the top left-hand corner of the

screen. To scroll through all available weapons, press the C(L) and C(D) buttons. There is a best weapon for every task, so don't be afraid to try them all.

Attack



Buck cannot defeat the evil Herd unless he knows how to attack! In any position on land or in air, Buck can attack by pressing the Z button.

Pressing Z will fire the currently selected

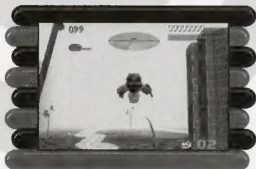
weapon shown in the top left-hand corner of the screen. Using the joystick to aim, Buck can take down any herd foe!

View Toggle

Some tasks require a different perspective, and Buck can provide a close-up if necessary. To change your current view, press the C(U) button. This will change the view from standard to close-up. The close-up view is useful when Buck needs to be precise.



Flip



Even bumblebees like to have fun, and Buck is no exception! In addition to his standard battle skills, he can do a back flip. To see Buck's back flip, press the C(R) button. Not only does Buck enjoy his gymnastics, but they can be very handy for evading herd baddies.

Vertical Movement



Buck buzzes along quite quickly, so the ability to hover straight up and down can come in handy in a tight spot. To hover straight up towards the sky, hold down the A and B buttons

simultaneously and Buck will float skyward. To hover down towards the ground, let go of all of the controls and Buck will slowly descend. Vertical hovering can be very useful in grabbing items that you almost missed. Instead of circling the room and coming back to grab goodies, simply hover up or down and grab them!



COMPLETE THE CYBORG TRAINING COURSE



Buck Bumble has a full cyborg training course available to him at any time! Just select it from the main menu. This course provides tons of useful information to any insect wanting to fight the evil Herd. Cyborg training will familiarize you with all parts of the garden, friendly and otherwise. You can also learn some tricks of the bumblebee trade that'll help you in your quest against the Herd. Use cyborg training to get a close-up look at all the goodies you can find hidden throughout the garden before you actually start to play. Take your time and practice the basic movements and strategies in this safe area of the garden.

USE SOUND CUES



Sound is an essential part of playing Buck Bumble. It is sometimes difficult to see if your shots are hitting their target. The best way to tell is by sound. Each kind of enemy makes a distinctive sound when it takes damage. If you can recognize the sounds of specific kinds of baddies moving around, you'll have advanced warning of their presence before you see them. Listen to the sound your bullets make as they hit the weak spots of different pieces of Herd equipment, too. Attention to sound will provide you with good protection from baddies throughout the garden and help improve your aim. Get used to the sounds and use them to your advantage.

LEARN TO HOVER

Hovering is absolutely one of the most valuable skills you can use in the garden. Hovering will significantly improve your mobility and your ability to aim; it's always much easier to nail a target from a stationary position than while moving. Not only is this technique helpful in battle, but also for simply navigating the garden. Any time you need to

turn quickly, you'll find it's much easier and faster to turn while holding down the B button to hover.

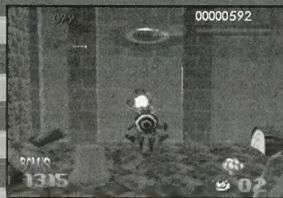
This move

comes in handy when you need to pick up an item close to a wall and then abruptly turn around to avoid slamming into it. You can also use hover to great advantage when wasps are chasing you at close range. If they are too tight on your tail, slam on the hover, spin around, and fly off in a different direction. Or even better, turn around and blast the wasps out of the sky!



TAKE YOUR TIME

Unless your mission has a time limit, like when transporting an explosive device, slow down; proceeding with caution will often keep you out of harm's way. Rushing into unfamiliar areas often results in serious bodily damage—a swarm of wasps may lurk around any corner. It's easy to constantly get caught in attacks if you speed into the swarm headfirst. The baddies will easily surround you and have you on the ground before you can respond. If you move in slowly, however, you'll be able to fight them off one by one on your own terms. Moving slowly also allows more time to collect the various goodies scattered around the garden.





EXPLORE THE AREA



Search every last inch of the garden and you'll be richly rewarded. There are hidden areas throughout the land containing

all sorts of treasure and life-preserving nectar. Some of these items, the weapons in particular, are essential to the completion of specific missions. The best weapons are often in the most hard-to-find locations, so keep an eye out for good stuff off the beaten track.

CONSERVE AMMUNITION

Ammunition for the various weapons in Buck's arsenal is a limited resource in the garden. Use it wisely, or you will find yourself virtually defenseless against some of the Herd's toughest fighters. Always use less powerful weapons when possible for non-urgent tasks. For example, you can use your Stinger to destroy equipment whenever your life is not in danger. Save the stronger, more accurate weapons for use against the tough nasties to come. Also, don't fire any shots until you are within close range of a Herd fighter. This technique will save both ammo and time when fighting evasive minions.

DODGE THOSE BADDIES

The ability to dodge the attacks of the Herd baddies is essential. True dodging skill includes the use of both hovering and speed within a short period of time. If being chased, a quick push of the hover button and a swift turn can lead you to freedom. With some practice, you can help Buck dance circles around those evil minions. Change directions frequently, but always keep control of your bee. Haphazard movement can be dangerous, especially if there is water nearby. Be careful and learn to make Buck duck and weave with precision and grace.





COLLECTIBLES

The garden is a dangerous place, but in it are several types of collectible goodies to help you along your way. You'll have to search high and low for the biggest rewards, but various treasures can be found everywhere. Grab everything you can find as you fight against the Herd—you'll need all the help you can get.

Points



Gather enough points and you'll be rewarded with an extra life. You'll receive one extra life for 10,000 points. These points appear throughout the levels inside balls of blue plasma. You can pick up 10, 100, or 500 points at a time. You can also gain points by completing a level within the bonus time period. The time remaining within the bonus period is shown in the bottom left-hand corner of the screen.

Life



The only way to successfully complete all the missions in Buck Bumble is to stay alive! Buck's current health status is shown in the red meter in the top right corner of the screen. When it's completely red, Buck is at full health. As he takes damage from enemies and explosions, his health slowly decreases and the meter becomes less full. To regain health, Buck must collect nectar from pink flowers that can be found around the garden. He also can gain health by picking up special green super-nectar. Pay close attention to his health and don't let it get too low, or your mission will come to a painful and unexpected end.

Flowers



Flowers come in three varieties and can be found all over the garden. The most common is a dark pink flower with a long stem.

The drop of nectar you need hangs from the lip of its lowest petal. To grab this nectar, simply fly straight into the droplet. The moment you ingest the nectar, your health will improve visibly. The second, less common type of flower is a pale pink one that grows much closer to the ground than the first.



The nectar from this flower hangs from the center of the flower. This nectar is just as valuable as the first variety, so get as much as you can. The

third variety of flower can be found only in Missions 18 and 19. These flowers are brown, but their nectar is identical to that of the pink flowers.

Special Nectar

In addition to the nectar on flowers, a limited amount of special nectar droplets is encased in green plasma floating in the air throughout the garden. This special nectar will refill your health completely, no matter how much damage you've taken. The special green nectar is rare and is often hidden in secret areas of each level. Keep your eyes peeled: This little goodie could mean the difference between mission failure and success.



Weapons

Without the biggest and baddest weapons, it would be nearly impossible for you to defeat some of the various Herd minions. Weapons are encased in a pink plasma bubble and can be picked up throughout the garden. Study each weapon and learn to recognize its characteristics. Not every weapon is worth the effort to collect, so your ability to recognize each weapon comes in handy when you're deciding which to pick up and which to ignore. Look behind walls, in tiny crevices, and in other low-traffic areas to find the most powerful weapons.



HERD STRUCTURES

To ensure their total domination of the garden and beyond, the Herd have constructed all sorts of structures. Some of these structures aid in communication, some breed more Herd minions, and others block access to more important areas of the garden. Some structures even house weapons and health that can really come in handy when you're in need. The key is to destroy every Herd structure. The Herd are weakened by every structure they lose, so get in there and break those structures down!

Herd Gates

To reach areas deep inside the garden, you must often open Herd gates that block your path. These strong metal gates are mounted in walls and come in three varieties: red kill-all gates, yellow switch gates, and brown key gates.

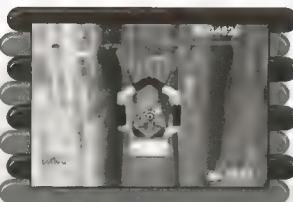
Red



You can open red Herd gates only by killing every enemy in the sector. Sometimes the baddies will hide to keep you from making it through, so

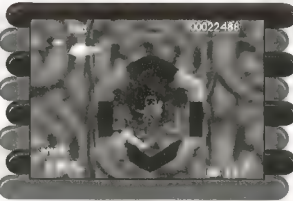
search thoroughly for every last one. Once every Herd minion is dead, you'll be notified that the gate is open.

Yellow



Yellow Herd gates are opened only by switches. To open these gates, shoot the switch's green weak spot to activate it. Frequently, activating a switch will cause its long green pipeline to the Herd gate to self-destruct. You'll be notified once the gate has opened.

Brown



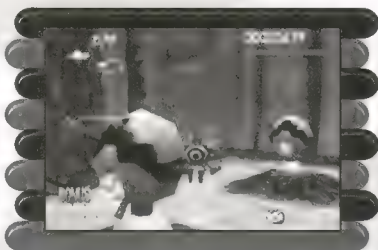
You can open brown Herd gates only when you've assembled all three pieces of the gate key.

These key pieces are usually hidden throughout the garden or are held by Herd baddies. As pieces are collected, each is displayed in the top right-hand corner of the screen.



Switches

Switches are large, round structures equipped with triggers ready to be activated. Switches can activate or deactivate any Herd equipment, including, but not limited to, Herd gates and Phase Columns. When a switch is activated, it often will cause a green pipeline attached to it to self-destruct. The destruction of the pipeline can activate other switches or control various pieces of Herd equipment.





Phase Columns

Phase Columns are used to protect items or areas that the Herd do not want you to get to. Phase Columns frequently stand in the way of Herd gates or protect explosive devices. These beams of red energy are very dangerous. Simply flying close to one can be very damaging. The Phase Column also sucks insects toward it if they come too close. Going too close to an active Phase Column can be fatal.



Plasma Shields



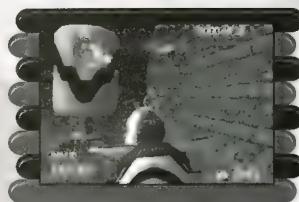
the entrance to a Herd gate. To destroy a plasma shield, attack it with any weapon in your arsenal.

Teleport Devices

Teleport devices are one of the keys to survival. The insect army uses the tiny devices to beam Buck to various locations around the garden. They can take him wherever he's needed. Most frequently, Buck must find a teleport device to beam him back to the safety of his base.



Hives

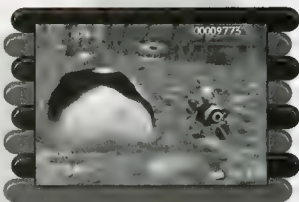


Hives come in several shapes and sizes, and serve as homes and breeding grounds for the Herd. The most common type of hive in the garden is the Wasp hive. If a hive exists in

the area, one Wasp will be regenerated for every one Buck eliminates. To destroy a hive, shoot its weak green spot until it breaks into pieces.

Beetle Nests

Beetle nests, like hives, generate new baddies—in this case, Giz Beetles. In its normal state, the nest is not susceptible to attack. To destroy a beetle nest, you must get it to open up and expose its internal weak spot. The nest will open only to release a new Giz Beetle. Destroy one Giz Beetle in the area, and the hive will create another one to replace it. The nest will open to release the new Giz Beetle, and you can then blast away at its large weak spot until it explodes.



Shield Generators

Shield generators are a specialized type of Herd equipment used to create force fields of protection for more vital hardware. These generators are networked and can only be destroyed in order. Once you've destroyed them all, the vital piece of equipment that was once protected by a shield is now vulnerable. To break a shield generator, blast the weak green spot at its base.





Satellite Dishes



Satellite dishes constructed by the Herd allow for increased communication and control of the garden. These structures are fairly high tech, but also easy to destroy if they can be

located. Blast a dish in its weak spot near its base and it will quickly be turned into useless rubble.

Barracks



Herd barracks come in two varieties. The first is a stand-alone building with a weak spot in the middle of its front doors.

The second type of barracks is long and low to the ground, and has several pulsating weak green spots on its top.



Both types of structures can hold valuable goodies, including health, points, and weapons. You can collect these treasures by destroying the barracks. The second variety of barracks also can cover secret tunnels through the soil.

ENVIRONMENTAL HAZARDS

The garden can be a very dangerous place for a bumblebee fighting an army of mutant insects all on his own. Some of the dangers are natural, and others have been constructed by the Herd to take out the good insect forces. Look out for danger at every turn: The Herd have fortified the garden well.

Gun Emplacements



Gun emplacements can be found nearly everywhere in the garden and pose a serious risk to Buck's safety. These small wall-mounted devices

attack with a steady stream of laser fire from two separate guns. The gun emplacements are fairly slow to adjust to changes in movement, so you can avoid their fire with quick movements.

Laser Turrets



Laser turrets are ground based and fire lasers at a much more rapid pace than gun emplacements. Additionally, laser turrets can react to changes in movement and track targets more

effectively. These nasty Herd creations pose a serious threat and are extremely difficult to destroy. The Guided Missile Launcher is your most effective weapon against turrets.

Water



Buck may be thirsty, but the water is no place for a bumblebee. Be very careful and avoid water at all costs. If even a small part of Buck touches

the water's surface, he'll no longer be able to fly. Sometimes, Buck can get out of the water if you push all the buttons rapidly and repeatedly; but most likely, he'll drown.

Exploders



Exploders come in two types, and each is extremely dangerous. The first type of exploder is ground based.

These yellow and black devices look harmless until you come within a certain range.

They'll explode when you get too close, causing tons of damage to Buck and his equipment. The second type of exploder floats in the air and can be equally deadly if approached.

GROUND- AND WATER-DWELLING ENEMIES

Ground-dwelling baddies may seem like less of a threat at first, but they can be very deadly if you dare to venture close to the dirt. These little nasties will drag you down to the soil along with them [EM] and when you're on their turf, you play by their rules. Herd ground forces will shoot at you and even try to run you over. Be careful, buggers. These baddies are no ladybugs!

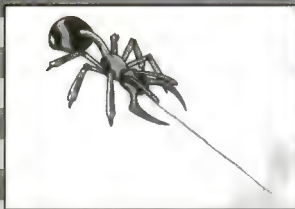
Ant



Ants are easy hassles if you can manage to avoid them. They go about their business doing the Herd's dirty work and are not equipped for serious combat. Don't waste your time trying to destroy them unless you must. One shot will explode an Ant quickly if it gets in your way.

Attack by: Land
Hit Points: 1
Points: 20
Damage: 8
Weapon: None
Pickup: None

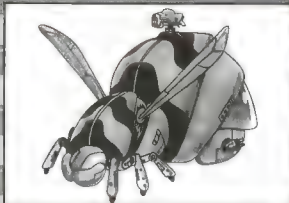
Ant Grade 2



This new and improved version of the Ant is more of a threat than its predecessor. Equipped with a neon blue laser, the Grade 2 Ant can harm Buck even as he soars through the garden far overhead. These baddies are not very common, but when they're around, their presence is felt.

Attack by: Land
Hit Points: 2
Points: 30
Damage: 5 points per laser, 8 points on collision
Weapon: Neon blue laser
Pickup: None

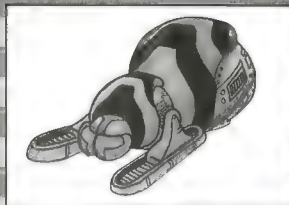
Transporter



Transporters are one of the most harmful Hard baddies in the garden. They have no way of attacking Buck unless you can trample him. Avoid getting right next to these big dummies and you'll be able to kill a Transporter; you must shoot it in the head.

Attack by:	Land
Hit points:	5
Points:	50
Damage:	<i>Don't get run over by it!</i>
Weapon:	None
Pickup:	None

Transporter Grade 2



The Grade 2 Transporter is far more dangerous than its predecessor, with its sprayer of green acid. This upgraded transporter has a large hole at the top of its shell used to spray victims with deadly green acid. The acid spray has a limited range, but be sure to look out for these baddies when you get close to the ground.

Attack by:	Land
Hit Points:	12
Points:	100
Damage:	<i>5 points per shot of acid</i>
Weapon:	<i>Green acid</i>
Pickup:	None

Giz Beetle



Giz Beetles are one of the most common and deadly ground-dwelling Herd minions in the garden. Their acid attack is swift, painful, and exceptionally tough to dodge. Your best bet against these baddies is to hover high above them and out of their range, and then slam them down with a powerful weapon. Don't let their acid touch you, or you'll find yourself headed for the ground.

Attack by:	Land
Hit Points:	6
Points:	80
Damage:	<i>5 points per acid blob</i>
Weapon:	<i>Bursts of seven acid blobs</i>
Pickup:	None

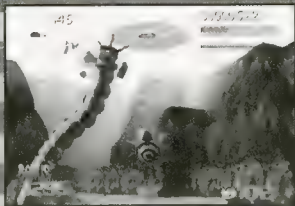
Killa-Pilla



These caterpillars gone bad are some of the most durable baddies around. They can be found on the ground, almost always in swampy areas, squirming around to avoid attack and firing off pink plasma balls in rapid succession. They can't move from their location, so circling a Killa-Pilla while you attack is the most effective method of taking it down.

Attack by:	Land
Hit Points:	15
Points:	200
Damage:	<i>5 points per shot</i>
Weapon:	<i>Pink Plasma</i>
Pickup:	None

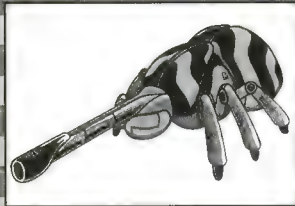
Killa Kommander



The Killa Kommander is the Killa-Pilla's big daddy. The two Herd fighters look the same, but the Killa Kommander has special abilities that the Killa-Pilla lacks. In addition to having more hit points and therefore being tougher to kill, the Killa Kommander has the ability to change his location. He'll sink into the water and resurface elsewhere seconds later.

Attack by:	Water
Hit Points:	25
Points:	200
Damage:	5 points per acid blob
Weapon:	Pink Plasma
Pickup:	None

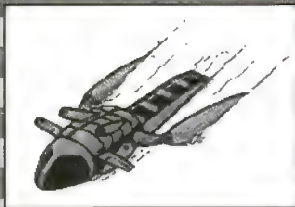
Weevil Cannon



The Weevil Cannon is chubby and slow, but his cannon blast packs a monster punch. He takes his time, shifts the aim of his cannon, and then blasts his target with a giant cannonball. The damage caused by the Weevil Cannon is very significant, so avoid these baddies if possible, and always move fast when they're around so they can't lock on to you as a target. To kill a Weevil, you must blast him in the head.

Attack by:	Land
Hit points:	5
Points:	100
Damage:	Cannon explosion does 15 points, cannonball impact does 30 points
Weapon:	Frag Cannon
Pickup:	Frag Cannon

Waterboatman



You'll rarely see the Waterboatman, but he's quite an annoyance to the insect cause. He floats at the surface of the water and snipes at Buck with his Nail Gun. Blow him away and he'll sink to the bottom of the pond.

Attack by:	Water
Hit points:	3
Points:	100
Damage:	5 points per shot
Weapon:	Nail Gun
Pickup:	None

FLYING CREATURES Wasp

Although walking, Herd forces can do some damage to the flying baddies that rule this garden. They come in all shapes and sizes but share the common goal of garden domination. These little nasties will stop at nothing to ensure that their goal is met. Killing them will be tough because they move so quickly, but they still no match for the super studly Buck Bumble!



Wasps are certainly the most common and frustrating species in the garden. You'll find these baddies absolutely everywhere, buzzing

about and doing their best to take Buck out. Their most effective technique is to hurt Buck by colliding with him in midair. Use the Plasma Pistol on these horrid little creatures and keep moving to avoid their kamikaze tactics.

Crane Fly



Crane Flies are slow and somewhat defenseless against attack. They are the first Herd baddies that Buck will face in his crusade to save the garden. Any weapon will smash a Crane Fly quickly—even a

Stinger. Give a Crane Fly three shots of the Stinger and it's down for the count.

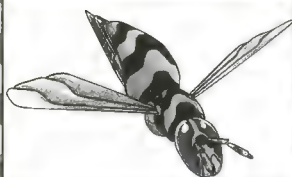
Attack by: Air
Hit points: 3
Points: 100
Damage: 5 points for collision
Weapon: None
Pickup: None

Attack by: Air
Hit points: 1
Points: 10
Damage: 10 points for a collision with a live Wasp, 3 points for a collision with a dead Wasp

Weapon: None
Pickup: Plasma



Wasp Grade 2



The Grade 2 Wasp is far more of a threat than its predecessor. Not only will these Wasps ram into you, but they'll also try to take you out with their damaging red lasers. The best avoidance tactic against Wasps is simply to keep moving. Move fast enough and they can't target you. The Plasma Pistol will quickly bring them down from the sky.

Attack by:	Air
Hit points:	3
Points:	30
Damage:	5 points per shot, 10 points per collision with a live Wasp, 3 points per collision with a dead Wasp
Weapon:	Red Laser
Pickup:	Plasma

Hover Fly



Hover Flies are tiny and somewhat annoying. They buzz around the garden blasting Buck with Nail Guns and attempting to ram into him. An HGS 2000 is your best defense against these bad little bugs. They're quick, so take them out before they can get to you.

Attack by:	Air
Hit points:	3
Points:	30
Damage:	25 points per collision, 5 points per Nail Gun shot
Weapon:	Nail Gun
Pickup:	None

Spotter Bug



These bugs are in the information-gathering wing of the herd. They scout out various areas of the garden and report their findings back to the herd's command post. Because their job does not demand combat experience, they are ill equipped to fight. They can't hurt Buck, but they annoy him.

Attack by:	<i>Air</i>
Hit points:	<i>10</i>
Damage:	<i>None</i>
Weapon:	<i>None</i>
Pickup:	<i>Frag Cannon</i>

Dragonfly



Dragonflies inhabit the swampy areas of the garden. Buck must fight through in some of the later missions. The Dragonfly's rapid-fire red laser can cause any of some serious pain. Blow away Dragonflies with an HGS 2000 or Plasma Pistol.

Attack by:	<i>Air</i>
Hit points:	<i>10</i>
Points:	<i>200</i>
Damage:	<i>5 points per shot</i>
Weapon:	<i>Red Laser</i>
Pickup:	<i>None</i>

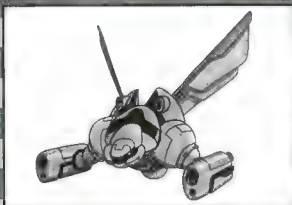
Chain Moth



Chain Moths are not common, but facing too many at once can be deadly. These baddies are equipped with the biggest and baddest Laser Chain Guns a bug can carry, and they know how to use them. Harm them most with a Pulse Laser.

Attack by:	<i>Air</i>
Hit points:	<i>12</i>
Points:	<i>60</i>
Damage:	<i>5 points per shot</i>
Weapon:	<i>Red Laser</i>
Pickup:	<i>None</i>

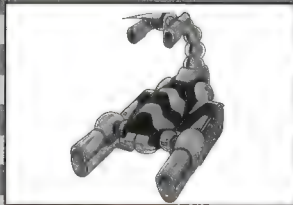
Herd Commander



Herd Commanders are giant monstrosities with the ability to fire lasers at an insanely fast pace. Once you're caught in their stream of laser fire, it's exceedingly difficult to escape it. Only the most powerful weapons, such as the Exo-sect Launcher and the Guided Missile Launcher, are of any value against the huge herd invasion.

Attack by:	<i>Air</i>
Hit points:	<i>70</i>
Points:	<i>800</i>
Damage:	<i>Unknown</i>
Weapon:	<i>Red and Pink Lasers</i>
Pickup:	<i>None</i>

Scorpion Tank



There are three Scorpion Tanks you face in Mission 19. This big baddie is more agile than the Herd Commander and therefore is able to keep up with your movements much better. A Guided Missile Launcher, an Exo-sect Launcher, or a Pulse Laser is a must against this giant monster of a bug.

Attack by:	<i>Land</i>
Hit points:	<i>70</i>
Points:	<i>800</i>
Damage:	<i>5 points per shot</i>
Weapon:	<i>Rapid-firing laser</i>
Pickup:	<i>None</i>

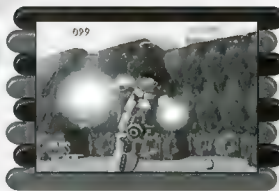
Enemy Type: Queen



She is absolutely the top of the Herd food chain. She comes equipped with the strongest arsenal of any right and attacks more quickly to boot. Watch out for her multiple streams of rapid-fire lasers and Maggot Missiles all going at once. To most effectively beat her down, fly near the ceiling and shoot down at her head with your Pulse Laser.

Attack by:	<i>Land</i>
Hit points:	<i>Unknown</i>
Points:	<i>5000</i>
Damage:	<i>Unknown</i>
Weapon:	<i>Maggot Missiles and pink lasers</i>
Pickup:	<i>None</i>

Stinger



The Stinger is your default standard weapon. It's powered by the energy of your flight, so it never runs out of ammunition. It's not very

powerful but can be useful in a tight spot. The best use of the Stinger is attacking defenseless enemies, such as Crane Flies, or activating switches. Any time you wish to conserve ammo for the more powerful weapons, switch back to the Stinger for menial tasks. Don't use this little blaster against big enemies unless you have no other option. It's useless against baddies like Dragonflies and Killa-Pillas.

Plasma Pistol



The Plasma Pistol is one of the most useful and prevalent multipurpose weapons in the garden. This weapon can be used effectively for just about

any task. Plasma Pistols can be found early in the game and are dropped by wasps as they die. Because of their rapid-fire capabilities and significant blast radius, they are very useful for taking out some of the faster moving baddies. This weapon is always a safe choice for any mission. It's also very useful for activating switches from a distance.

Spiker



This little weapon brings much pain with its steady stream of red-hot spikes. This is a nice weapon to use any time speed is required. It will get the job done quickly and precisely.

The spikes it blasts can be used as mini-mines, in addition to being used as regular bullets. Fire those red-hot spikes into the ground and they'll damage any enemy that comes in contact with them. This function makes the Spiker extremely useful against ground-dwelling baddies, such as the Weevil Cannon and the Transporter.

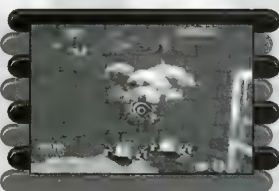
Frag Cannon



The Frag Cannon packs a nasty punch against enemies small and large. Its explosive shell detonates on impact and can be used for short- or long-range

attacks. This bad boy is useful for destroying ground walkers such as the Weevil or Transporter. One of the most effective uses of the Frag Cannon is the destruction of Herd buildings and structures. There is no match for the Frag Cannon's power and accuracy in such a task. The Frag Cannon is useless, however, against fast-moving creatures such as wasps and flies.

Cluster Bomb



When tossed, the Cluster Bomb rains explosives down on unsuspecting enemies on the ground below. This weapon is very powerful but limited in its

usefulness. It is best used against slow-moving ground bugs, such as Weevils, Transporters, or Giz Beetles. The Cluster Bomb will absolutely obliterate these little Herd baddies. But don't bother trying to use it on flying creatures—it won't touch them.

Exo-sect Launcher



The Exo-sect Launcher is one of the most powerful guns in Buck's arsenal. It can take down the biggest of the bad with its huge blast. The Exo-sect Launcher

targets the nearest enemy and then does its damage. It is most useful against large creatures, such as Killa-Pillas and the Herd Commander. Always save the Exo-sect Launcher for the toughest baddies in the garden.



Guided Missile Launcher



The Guided Missile Launcher is one of the most difficult weapons to control and use effectively, but it is also one of the most powerful. When you fire a

missile, your view will switch temporarily to that of the missile and you'll be able to guide it along its path to the target. If the missile hasn't reached any target in a short time, you'll lose control of it and it will slam into the ground. This weapon is best used against slow-moving baddies and stationary objects.

Pulse Laser



The Pulse Laser is a highly damaging weapon that fires out a short red laser beam. This gun requires more accuracy than most and therefore is not useful against the

fastest enemies. However, its power compensates for the need for accuracy. One shot from the Pulse Laser does more damage than several shots from most other weapons. This powerful little toy works most effectively against Dragoonflies, Killa-Pillas, and Herd structures. Take your time with this weapon and learn to aim it, and you'll be quite deadly.

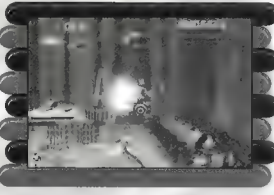
Stun Gun



This single-purpose weapon is not intended for everyday combat. It works only against tiny mutant Herdlings and only for a short time. One shot

will render a Herdling defenseless for a limited time period, during which Buck can pick up the Herdling and transport it to another location. Do not use the Stun Gun against other baddies because it will have no effect on them.

HGS 2000



The HGS 2000 is one of the most useful weapons in the entire garden. It shoots a stream of auto-aiming plasma balls that are attracted to your nearest enemy.

The HGS 2000 is effective against all baddies, although it sometimes cannot keep up with the speedy wasps. Because it fires so rapidly, it requires a great deal of ammunition. Use the ammo sparingly and save this gun for the more dangerous areas of the garden. It provides effective protection under any circumstances.

Fusion Cannon



The Fusion Cannon is the ultimate weapon when you absolutely must eliminate every Herd minion in the area. The huge barrel of the cannon spews

forth an enormous bolt of energy. This energy attaches to and kills nearly every enemy within a fairly large range. The Fusion Cannon is rare, so save it for important battles against large swarms or powerful Herd leaders.



WALKTHROUGHS: MISSIONS 1 THROUGH 5

This chapter details the specific steps you must take to complete Missions 1 through 5. The mission goals are straightforward. Pay attention to the techniques described in these early missions, as they will be essential to your success in the later, more difficult missions. This is your first taste of the Herd, Buck. Use the knowledge you gain here to further the cause of noble insects everywhere. Make sure to complete basic training before you attempt to take on real enemies. The insect war against the mutant Herd needs a hero. This is your garden; now get in there and defend it!

Mission 1: Shock Strike

Mission 1 provides a great opportunity to practice your aim on some rather harmless soldiers in the Herd army. Take your time with this mission and practice all your techniques on these hapless victims. Familiarize yourself with your home base—you will revisit it several times throughout the game. Most of all, have fun!

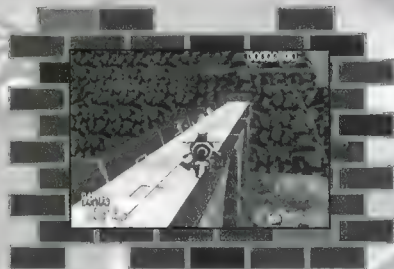
A forward Herd scout unit has been sighted. Teleport from base and eliminate all the enemies you find in the area. Good luck!

Your first mission is a simple one: Locate all enemies on this level and destroy them! Your crusade begins inside your base.



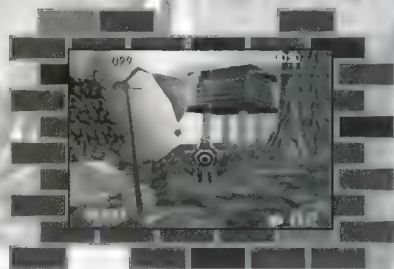
Throughout the game you will return to this area several times. Remember it well—it is your last stronghold against the Evil Herd! The base is a safe haven from those polluted baddies, as long as you can fight them off!

To start your journey in style, collect the three blue points on top of the blue bridge in front of you.



Now fly along the top of the bridge and grab the blue point on the hill to the left. You should now have a total of 40 points! Collect 10,000 points and you will receive an extra life. The garden is a dangerous place, and an extra life could mean the difference between the protection of the garden or its total destruction by the Herd.

Notice that when you start the game your health meter is not full. To remedy this, locate a pink flower and drink the nectar that drips from its petals.





PRIMA'S OFFICIAL STRATEGY GUIDE

The first flower you'll find on this mission is just past the bridge. Fly away from the starting point and through the middle archway under the bridge. You'll see a pink flower growing in the soil there. Slow down and aim for the amber nectar hanging from the lowest petal.

Be prepared: This device will teleport you to a dangerous area of the garden that is full of dangerous Herd minions. Fly straight into the green warp and you will re-materialize deep within the garden. As you fly straight ahead and collect the blue points, you'll notice a red Herd gate embedded in a brick wall on your right.

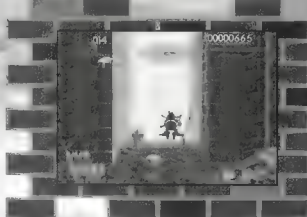


You may need to hover to grab it! Now fly up toward the sky and to the right of the tree in front of you.

This door will remain closed until you kill every nasty Herd in this area.

Turn right when you reach the big gray wall and head for the hill.

You should see several blue points hanging in midair just above the ground. Grab these points as you make your way over the hill to the next area.



The time to fight has come, Buck! There are four wasps in the area on your left. Fly between the brick walls into the area opposite the red Herd gate.

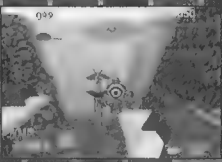
On the other side of the hill, fly down and under the large fallen tree. Buzz through the tube on the ground and collect the points inside. Soar back up toward the sky and through

Lock onto each wasp as it slowly approaches through the fog.

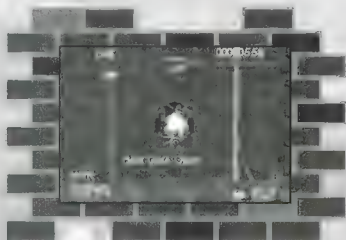
It's important to use your hover ability in a battle. Flying headfirst into a baddie of any kind is bad for your health. Keep your distance, hover, take aim, and blow him away!

Continue past the base structures and buildings on your left and right until you see a green teleport device in the distance.

Annihilate all four wasps using your Stinger.

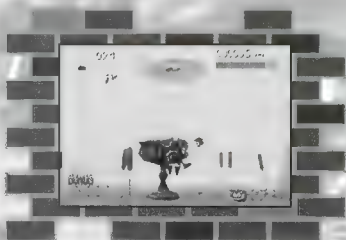


Once you have killed them all, a message will notify you that the Herd gate is now open. Hold on, Buck. Don't go through just yet! First fly around the area and look for any goodies left behind when you destroyed the wasps. You find a Plasma Pistol to use as you enter the next area. Pick it up and buzz on over to the gate.

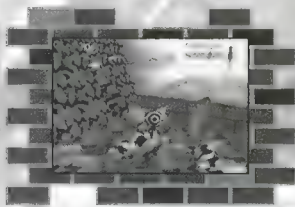


Don't forget to use the yellow left and down buttons to select different weapons.

Look out for three speedy wasps tearing toward you through the Herd gate. Take aim and bust them down with your new weapon. When you are done with these three, pass through the red Herd gate. Ahead of you, several threatening wasps buzz about a large square pool of water.



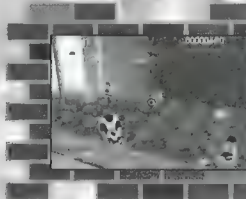
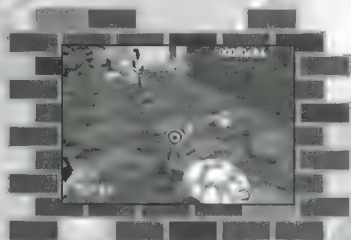
In addition to the wasps, there are some transports to bust near the pool.



Take out all the flying creatures before you go after the walking ones. If you need health, there is a flower on a hill opposite the Herd gate just past the pool.



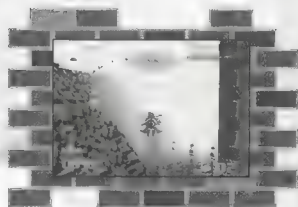
After you eliminate all the wasps, focus your efforts on the two transports. One of these baddies is in the front of the area near the gate. Before you blast him, grab the Frag Cannon floating above the pink mushroom nearby.



This weapon will deal some massive pain to the big baddie. Switch to the big gun and blast that bug in the head.

Now move on to big ground bug number two. Look out for the yellow and black exploding flowers nearby. Don't get too close or you will become bumble meat!

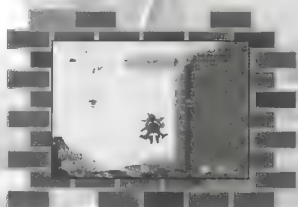




Buzz over to the opposite side of the pool where you'll find the second ground bug. Take him out the same way. When your task is done, turn

around and fly back toward the brick wall. As you approach the wall, fly to the left and collect the nectar from the flower on the hill there.

Turn back to the right slightly until you can see the exploders blocking your path. Blast a few of them before you get too close.

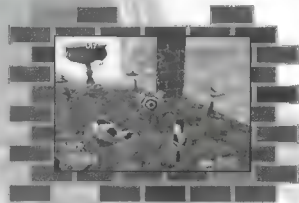


Pick up every point you see scattered around an area. Points are very valuable and worth the time to collect.



As you enter the next open area, mow down the wasp hovering off to the right near the big green planter.

There is only one more wasp left for you, Buck, and he is waiting past the first planter near the back brick wall. Once you fry him, the transport just below is your final concern.

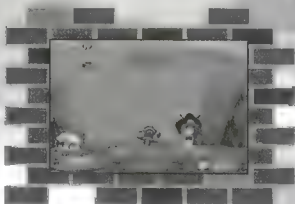


Whip out your Frag Cannon and take him down. When he's gone, your first mission is complete.

Mission 2: Radar Run

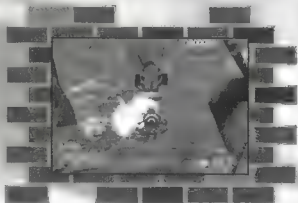
On this mission, your target practice aims at machinery rather than baddies. Don't waste any energy trying to blow away the Herd—the rest of your forces can handle them. Your mission is specific: destroy the satellite dishes. You should do nothing more, nothing less. Focus on your mission and avoid that Herd.

The Herd seems to have radar that pinpoints our position. You must destroy three satellite uplinks for our location to remain a secret. We understand that one of the radar dishes is hidden beyond a secret passage!

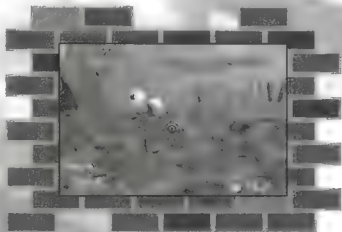


To open the yellow Herd gate before you, activate the big black-and-yellow switch by shooting its pulsating green weak spot.

Activating the switch will trigger a chain reaction and blow open the gate to the next area.



There are no goodies in this first area, so proceed through the gate to the other side. If you need more health, there is a flower on the ground just past the gate.





Grab your nectar and proceed forward and slightly to the right until you see the first large satellite dish.

This switch will open a nearby Herd gate, allowing you access to the next area. Before you go, scour the area for Plasma Pistols, points, and other goodies.



Destroy any nearby wasps so they do not disturb you while you attempt to destroy the dish. Line yourself up with the green weak spot in the dish and hover there. Fire at the weak spot until the dish explodes into a raging ball of flames.



Fly in the opposite direction of the switch until you find an opening between two large stone pillars at the crest of the hill.

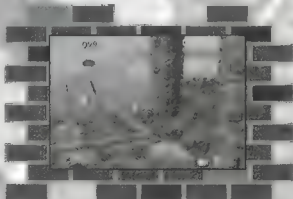
That's one dish down and three to go!

Since this mission does not require that you kill all enemies, you can ignore any baddies that aren't bothering you. Don't go out of your way to kill any nasty insects unless they come to you first.

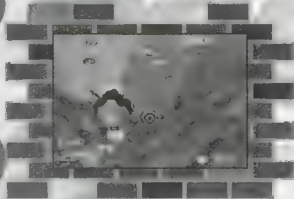
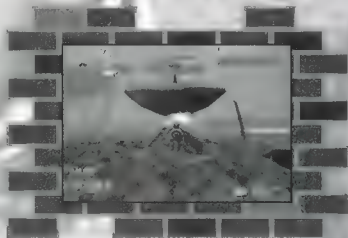
Pass through the opening, turn right, and fly through the gate into the next area.



Now scurry ahead until you see the green switch line running along the ground.



If you are low on health, grab the nectar on the flower near the gate before passing through. The next satellite dish will appear quickly on the other side of the Herd gate. Position yourself and then blast the dish's weak spot with your most effective weapon.



Follow this until you find the switch itself, and give it a shot in the weak green spot.

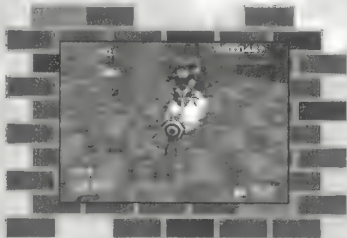
Bomb the dish until it is burned to a crisp! Now you must locate the secret passage to the next area. Buzz on past the obliterated dish to the wheelbarrow just behind it. As you reach the wheelbarrow, turn right and hover for a moment.



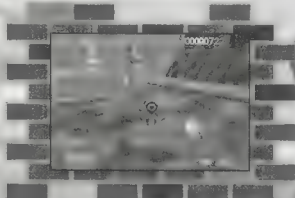
There you should see a reinforced metal door blocking a passageway. Shoot the pulsating green weak spots on the roof of the passage to destroy its cover.



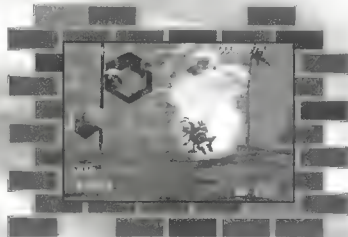
Select your strongest weapon before trying to mow down these nasties. Go after the weevil on the ground first. He'll be easier to deal with when his buddies aren't around to help him. Fly at him and blast his head with your Plasma Pistol.



When you have blown him to bits, pick up the flak cannon he leaves behind to add it to your arsenal.



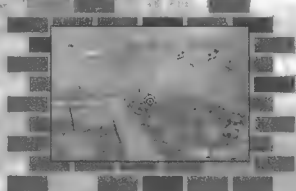
Select the Frag Cannon and then go to work on the three weevils in the flowerbed. They should explode much more easily under the power of this new weapon.



Swoop down into the dirty cave and fly through to the area on the other side.

The first thing you see after exiting the cave is a pink flower. Grab its nectar and keep moving forward. A message will tell you it's time to kill the weevils!

Weevils are seriously nasty little mutants that pack a deadly cannon blast. There are four weevils to kill in this area, one on the lower ground and three in the flowerbed.



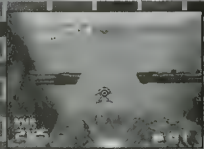
When you've obliterated all of the weevils, search the area for points, Frag Cannons, and nectar.



Now it's time to go through the red Herd gate in the wall.



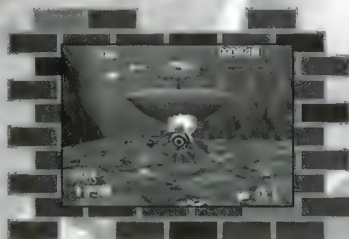
To get to it safely, clear a path by shooting the floating exploders in front of the warp from a distance. As soon as you have a clear flight path, fly straight into the green warp. As you re-materialize in the next area, turn slightly to the left to locate the final satellite.



In the next area, fly straight toward the hill and pass under the large dead tree limbs sticking out from the dirt.

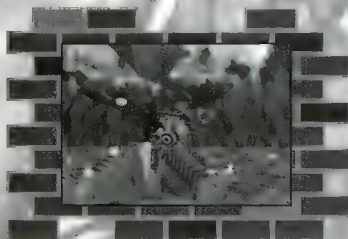
Before you take it out, suck the nectar off the pink flower on the ground in front of the dish. After you get a taste of the nectar, turn your attention back to the weak green spot of the dish.

Grab the nectar from the flower on the ground just past the tree limbs. Now turn around and head back to the brick wall. Look out for the gun emplacements attached to the wall on the right!



Hover in front of it and fire away! Blast the dish's weak spot until it erupts into flames, and you are ready for mission three.

It will take you out quickly with its rapid-fire laser. Curve around to the right until you can see the warp device perched up on the hill.



Mission 3: Return Fire

The insect base is a shambles! If you can't force the Herd from your base, it will be consumed. Move quickly or the Herd will first claim your base and then the garden and beyond. Focus on eliminating only the baddies inside your base, and be sure to keep your health full. All other diversions waste what little time you have to defend your last stronghold. Good luck, Buck!

Even with the destruction of the radar, the Herd has located our base and sent an attack squadron to destroy us. Come back to base quickly and eliminate this squad before our HQ is destroyed. Hurry!

You begin Mission 3 outside of your base. Before you can defend the base, you have to find your way back to it. And, you must work under a time limit. Notice the blue indicator bar just below the red health indicator in the top right corner of the screen. This bar measures the amount of time you have left before the evil Herd totally destroys your base.



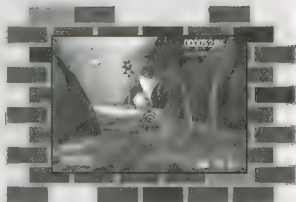
You must annihilate every Herd minion in the base before the clock ticks down to zero! If you cannot kill them all in time, they will overrun your base and the insect cause will be lost. The key is to be speedy—don't waste any time.

In the area where you materialize, there is a laser turret perched high up on a hill in front of you.





Stay low to avoid its attacks and fly across the water toward the flower. Collect all the points leading up to it and lick the nectar from its petals.

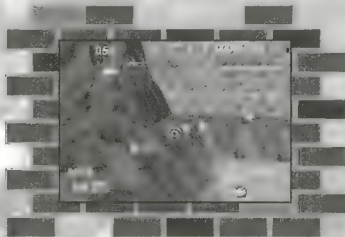


If you are still low on health, turn to the right and grab nectar from the two flowers on the hill. Otherwise, fly straight ahead past the first flower until you see a passage between the hill on the left and a brick wall on the right.



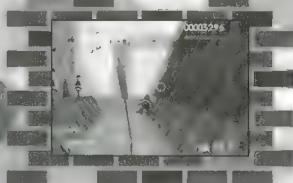
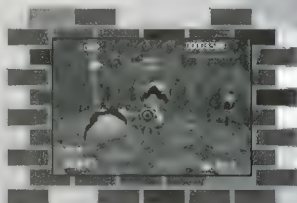
Just past the flower you will see the beginning of a path through the garden.

Follow the path to the water, where you should see a long row of points hanging in midair. Snag all of the points and follow their path around the hill on your right.

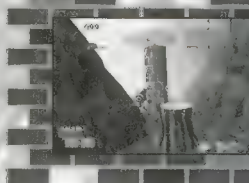


Be careful! There is a gun emplacement ready to blow you out of the sky waiting on the brick wall! Get by it as quickly as possible and move into the next room.

There you will find another big yellow switch.



Fly along the water, away from the exploding flowers on the right.



As you go to shoot the switch, look out for the bug tanks all over the ground. If you get too close, the bug tanks will take you down with their deadly acid spit.

Hover up high and shoot the switch, then turn around and head back out through the passage.

The switch you just shot activates a Herd gate that will allow you access to the next area. To find it, retrace your earlier path and make your way out and around the hill on the left. You will find the Herd gate in the brick wall on your right.

As you come into the clear, you will see a flower on a hill straight ahead. If you need health, grab a snack from the flower and continue straight ahead.



Fly through the gate and in the distance you'll see the warp device that will teleport you back to base.

On the other side of the wall, the evil Herd is ravaging your base. Prepare to face the onslaught as you pass through the hole in the rock wall. Before you reach the main base area, shoot the exploders floating above the hill in front of you.

Look out for the two laser turrets between you and the warp; they can do a lot of damage if you fly into their path. Before you go back to base, collect all the nectar you need to replenish your health from the flowers on the ground in front of the turrets.

After you clear them out, go over the hill and into the heart of the base. To complete this mission, you must shoot down all the baddies inside the main base. Start by shattering the six crane flies hovering around the area.

When you are back in fighting shape, fly straight into the warp to teleport back to base.

Back inside the base, prepare to eliminate all enemies before time runs out. After you re-materialize, turn right and grab the Cluster Bomb off the platform on the right.

When you are done with these, fly high up above the bridge and look down. There you will see two Giz Beetles, one on each end of the bridge. If you hover high enough, they will not be able to harm you with their acid spit.

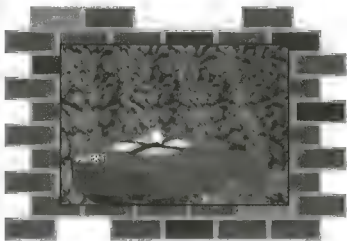
Aim down at them and blast them each to bits. After the Giz Beetles, only one weevil cannon remains to be destroyed. Search the ground near the bridge for the weevil, hover above him, and take him out with a shot to the head.

Turn back to the left and fly along the water until you can see a tall rock wall with a hole in it.

When these insects are finished, you will get the following message:

ALERT...

One of the Herd ground units has managed to place a nuclear explosive device in this sector. Pick up the device and take it to the drop pad at the start, where it will detonate safely.

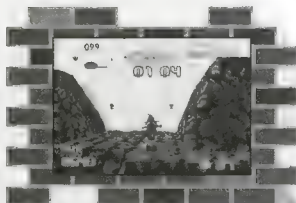


Now it's a race against time to save your base from total destruction! Turn around, fly toward the farthest hill, and snag the bomb from the large blue landing pad in the back of the area past the bridge.



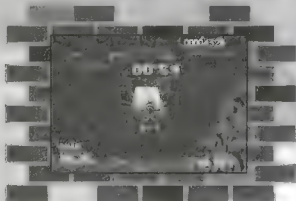
CAUTION!

Be extremely careful while transporting nuclear devices. If you bump into walls, buildings, or other solid structures, the device will explode! Proceed with extreme caution.



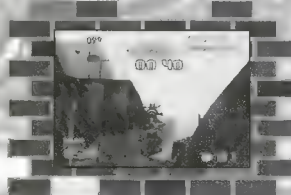
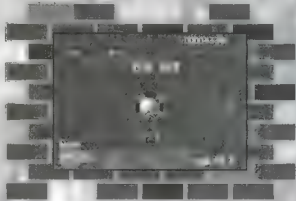
When you have the bomb, the clock starts ticking. You only have 1 minute and 30 seconds to get the bomb to the drop pad and save your base from complete ruin. Fly back to the rock wall, turn right, and then go through the opening in the hill.

You are now approaching another rock wall. Move slowly to avoid banging into it and setting off the bomb!

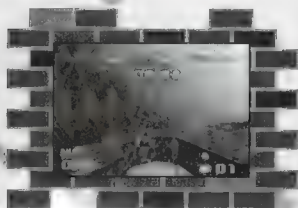


Buzz through the hole in the wall and into the base entry area. To locate the warp, soar forward past the base structures and platforms near the entrance.

Fly into the warp device and you will reappear in the area where you started this mission. If you are low on health, quickly grab a drop of nectar or two before you speed up and go through the yellow Herd gate in the wall.



After the gate, fly to the right of the hill and along the path.



At the path's end, cross the water until you see the drop pad on the ground near the hill.

Slow down and carefully approach the drop pad.



Get close to the pad and drop the bomb; it will be safely diffused.



Congratulations! You saved the base!

Mission 4: The Sonar Tower

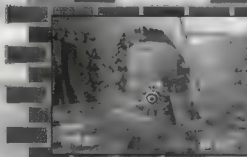
The keys to this mission are precision and decisiveness. You must destroy four shield generators to make the sonar tower vulnerable to attack. When you go in to blast a generator, move quickly to get the job done without interference from wasps. Look out for the floating exploders scattered throughout the area. There's no reason to hurry between generators, because each generator can only be destroyed after the entire length of the pipeline running from the previous one is fully destroyed.

We now know how the Herd is able to detect our base despite the neutralization of their radar. They use a hidden, heavily protected tower to co-ordinate their assaults. You must destroy the four shield generators before you can annihilate the tower.

Slow down, Buck; you aren't in such a hurry this time around. You must locate four shield generators and destroy them to successfully complete this mission. It's easy to get distracted and spend your time shooting at baddies and their hives, but don't waste your time doing that. As you materialize in the garden, you'll see your first target straight ahead.



The large yellow structure has a pulsating green weak spot at its base. Approach the shield generator, hover in front of it, and blast the weak spot until it explodes.



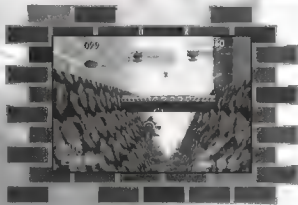
By destroying the generator you will set off an explosive reaction along the pipeline leading to the next generator.



As the pipeline explodes, follow its path along the ground. Grab all the points along the way. You will enter a valley between the hills.



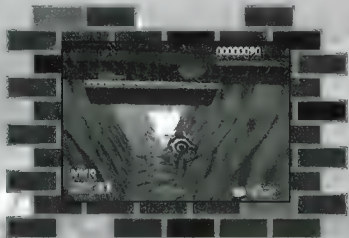
Stay low to avoid the floating exploders overhead.





Just past the large metal support hanging overhead, pull up a bit to avoid the exploders on the ground.

Just after you pass under the second metal support, turn right and continue to follow the exploding pipeline. Under the second metal support spanning this valley, collect the nectar from the flower on the ground.



Look out! A swarm of Herd baddies is waiting just past the next metal support.



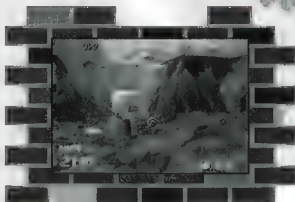
If you need more health, there is another flower just around a corner to the left, past the support.



Fly through the small open area and continue into the next large open area past the flower on the hill.



The second shield generator sits on open ground in the middle of the garden. Approach it quickly and take it out with several blasts to its weak spot.



Beware! The Herd in this sector are vicious! If you attempt to hover for more than a second, the baddies will come bash into you one after another and do some serious damage. Don't bother trying to kill the wasps; the hive on the hill above will generate more for each one you destroy.

Don't waste time destroying hives or other equipment unless it is one of your specific mission objectives. You'll likely take more damage while busting a hive than it is worth. There is no reason to stop the wasps if you can avoid them!

You can bomb the hive, but it's not worth the waste of your precious ammo or time. Leave the second shield generator in ruins and proceed to the left along the path of its now-destroyed pipeline.

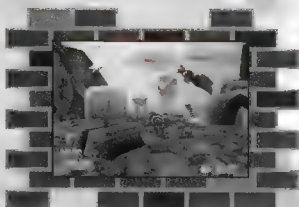
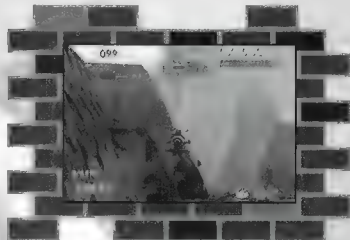
Stay near the ground to avoid the floating exploders and keep your eye out for aggressive wasps.



Snag the nectar from the flower on the ground directly under the exploders. When you are past the exploders, look up to the left for the trail of points leading over the hill.



Collect the points and fly over the hill and into the next valley. Avoid the wasps and go to the flower on the hill straight ahead.



Shoot the generator's weak spot until it explodes into a pile of flaming wreckage.

As soon as the fourth generator's pipeline has been fully destroyed, you'll be able to blast the sonar tower to bits. If you're low on health, now is a good time to collect some nectar! There are three flowers in this area: on top of hills on both the left and right, and one down on the ground near the shield generator.



Turn right at the end of the cavern to locate the third shield generator.



Get close to the ground and break the generator into pieces with your Plasma Pistol.



Watch out for the bug tank on the left side of the generator near the hill. Now fly up and over the hill on the right and continue along the path of the pipeline.

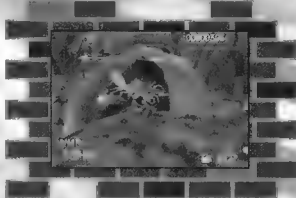


Find them and drink down some more nectar to build up your health. Only one task remains: the destruction of the sonar tower. You must shoot the

weak green spot at the bottom of the tower to take it out for good.

This piece of equipment will take much more damage than a shield generator, so don't try to take it all out in one pass.

Fly by a few times and pause to shoot, then circle the room and come back for more. The more you move around, the less the wasps will hurt you.



Buzz straight along until the fourth and final shield generator comes into view.



Destroy the tower and you are on your way to mission five!

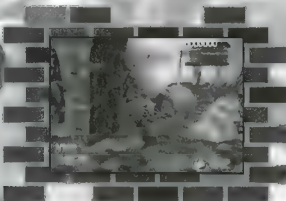
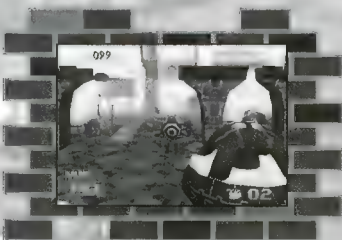


Mission 5: Big Blips

It's time to take on some big new baddies in this watery mission. Keep moving and the Killa-Pillas will be hard pressed to hit you with their plasma blasts. Practice all the battle techniques you have learned so far and the worm wannabes will be no match for your fighting skills.

We're detecting some large objects headed towards our base. Beam out to the location and extinguish any possible threat to the base. Good luck!

Mission 5 begins inside the safe haven of your base.



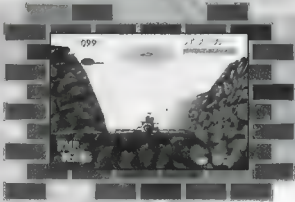
You won't have to face any baddies until you beam into the garden outside, so take this opportunity to stock up on nectar, points, and ammo.

As in Mission 1, collect the nectar from the flower on the ground just past the bridge. Extra ammunition is extremely important in this mission, so collect every little bit in the area. To get plasma, fly back past the flower and between the tree and the shovel.



Just behind them, buzz through the small tube on the ground where you can pick up a Plasma Pistol.

Now head over the hill directly behind the tube and collect the points on your way.



Proceed over the fallen tree and through the hole in the rock wall.

Curve around to the right in the next area until you see the green warp device near the buildings in the back. Fly straight into the warp to be beamed into the garden beyond.



You will re-materialize outside at the edge of a large pool of water. Be prepared; two giant Killa-Pillas will rise from the water as you move toward the pond.



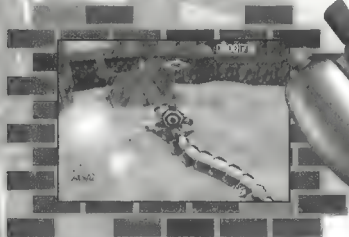
PRIMA'S OFFICIAL STRATEGY GUIDE

Before you try to destroy them, collect some nectar from the flowers near the water and fill your health up to its maximum.

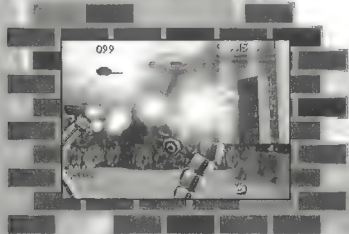


The flowers in this area look different than the flowers you have become accustomed to. They are smaller and lighter in color, but their nectar is just as potent!

When you are fully rejuvenated, you can turn your focus to the nasty Killa-Pillas. These two baddies will stay where they are, but squirm around from side to side to avoid your attacks.



They attack using nasty pink plasma balls and are extremely durable.

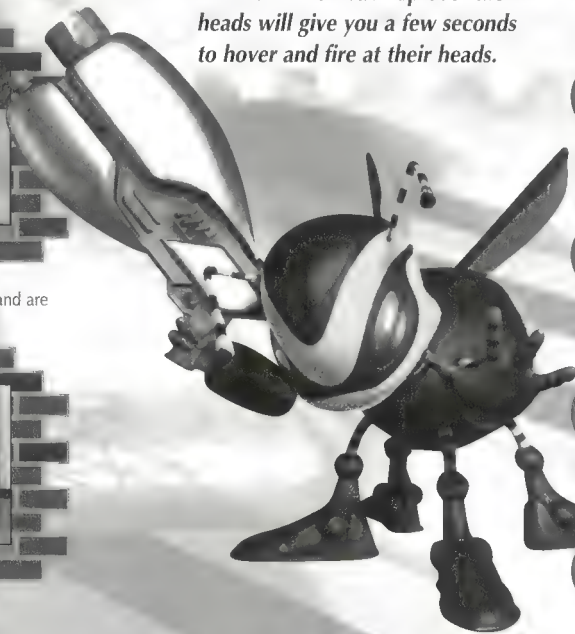


You must make several passes by the Killa-Pillas to finish them off. No matter which direction you go, the Killa-Pillas will spin to fight you off. Your best bet against these worms gone bad is to always keep moving. Hovering to attack will give them a chance to hit you with their plasma blasts.



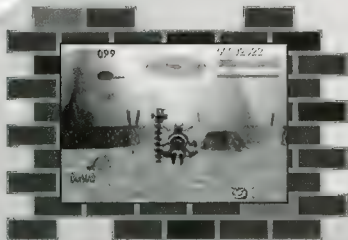
Fire at them as you fly by, and most importantly, keep your distance. The plasma travels fairly slowly and can be easily avoided from a distance.

Moving up and down is an excellent technique against these monstrous baddies. They adjust to vertical movement rather slowly, so flying down and then back up over their heads will give you a few seconds to hover and fire at their heads.





After you eliminate the two Killa-Pillas, another will appear from the water.



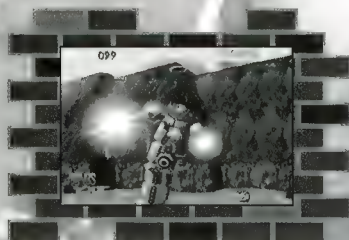
This big nasty is much more advanced than its two predecessors. The blue bar just below your health meter indicates how much health this massive Killa-Pilla has left.



In addition to his pink plasma attack, he retreats into the water every few seconds only to pop up elsewhere seconds later. The same techniques can be used on this baddie as were used on his brother. However, this time it is important to move to the edge of the pond whenever he retreats into the water.



Place yourself out of harm's way and where you'll have a full view of the pond. When he reappears, speed to his location and blast him!



Take out this nasty Herd minion and you'll move on to Mission 6!



Mission 6: Short Fuse

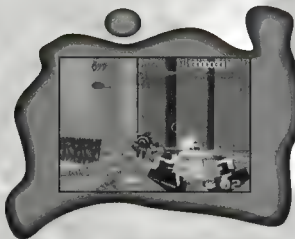
This mission requires precision flight and extreme caution because it involves explosives. Buck's life is in great danger any time he has to transport explosives. One false move could mean the end of Buck and the insect resistance. But you must stop the Herd from executing its plan for total garden domination!

A radar control center has been pinpointed in sector 42. This command center is very well armored, so you're provided with explosives to place under the structure. Collect the explosives from under the protective beam and drop them under the target.

Your first order of business in mission six should be rebuilding your health. Plenty of flowers are scattered around, so grab all the nectar you need to fill your tummy.



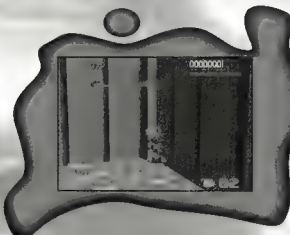
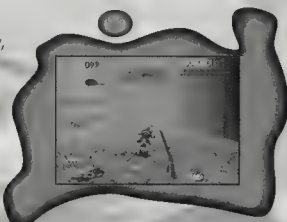
Next, you must shoot the switch directly in front of you.



This switch releases the nearby explosives from their protective beam so you can pick them up and deliver them to your target. Turn around and

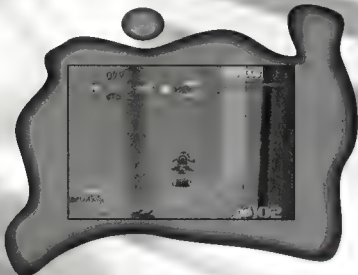
fly toward the open area, then turn right just after you pass the first tree. There you'll see the explosives sitting on a platform.

Approach the explosives slowly, then fly directly over them and pick them up. Be extremely careful not to bump into anything! Any impact will trigger the bomb and send you down in flames.



With the bomb in hand, head off along the wall on the right.

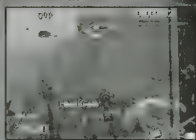
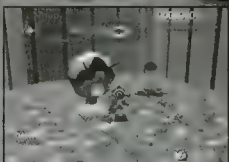
Pick up the Frag Cannon and Plasma Pistol and any points you pass as you make your way along the wall to a far back corner of the area. Turn left when you run into a wall, fly past the fence on the right, and continue along the wall to the back corner.



In that corner is a big yellow switch on the ground.



Activate the switch to open a Herd gate across the water.

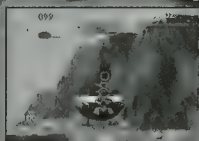


Turn around and fly into the open area. Look out for the tough Killa-Pillas lurking in the water below. Avoid them as you fly along the wall on the right to the open yellow Herd gate.

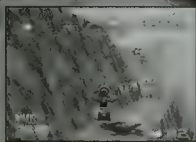
Don't go through the gate yet—there are lots of goodies scattered around out here! First, turn left at the gate and fly along the hill on your right.



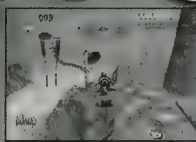
Soon, you'll see a blue and white platform sitting on the hill. Approach the platform carefully and fly as close to it as possible without touching it.



You'll hear a sound, and several items, including a new weapon, will appear on the hill behind you.



The new weapon is a gun called a Spiker, which will come in handy against the Herd army. Snag it, along with all the points on the hill, then slowly proceed down and through the Herd gate in the wall.

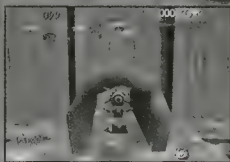


After going through the gate, turn right and make your way over the water. If you need more health, collect the nectar from the flower near the second flowerbed by the water.

Watch out for the huge Killa-Pilla behind it, though! Fly to the left of the Killa-Pilla and down toward the ground. You'll see a tube passing through the wall on the ground.



Proceed with extreme caution to the ground and through the tube.



After you pass the Killa-Pilla, fly straight ahead until you can turn right at the end of the tunnel.



Buzz on, then turn left. You'll see a yellow Herd gate in front of you now.



Don't run into the walls, or you'll be dead meat! Pull up as you emerge from the tube, to avoid the Giz Beetles patrolling the ground on the other side. Snag the nectar from



the two flowers on the cliff if you need it, then fly down through the green hole in the wall ahead.

Proceed toward the closed Herd gate, then take a left into the last tunnel. Fly over the head of the Killa-Pilla there and turn right directly above it.

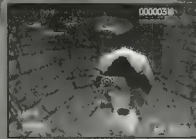


You're now inside the Herd-infested sewers near the garden. Buzz to the left and fly around the vertical sewer pipe:



Now proceed straight toward the back. Avoid the Killa-Pilla and its plasma attacks, which can send you flying into nearby walls and cause the explosives to go off.

Before you is the switch that opens the yellow Herd gate. Activate the switch by shooting its weak spot, then turn around and head back to the gate.



Buzz through the gate, then curve around and enter the tunnel on the left.

At the end of the tunnel you'll find several goodies on platforms, including points and Frag Cannons.



CAUTION!

Collecting extra goodies with a bomb in your hands is more than dangerous. Don't attempt this maneuver unless you are prepared to explode.



Grab these treats, then turn around and head out of the tunnel to the area containing the next Killa-Pilla. Fly past it and out of the sewers through the pipe in the wall.

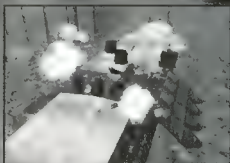
Beware: You're extremely close to the command center, so the area is heavily guarded by Herd baddies! If you need health, quickly nab some nectar from the

flowers on the ground nearby. The command center is on the other side of the tiny hill just past the flower. Fly up to and underneath the command center as slowly and carefully as possible.

Unless you're nearly dead, ignore the wasps attacking and focus on getting under the command center without hitting the ground or walls.



Once you're inside, the wasps can't bother you. Slowly approach the drop pad and fly directly over it to drop the bomb. If you properly execute this move, your mission will be a success!

**Mission 7: Outpost**

Pay attention to details in this mission and complete the tasks in order. There are several pieces of Herd equipment to be destroyed here, so be speedy to avoid being bombed by a rain of wasps. Fly close to the ground and use your dodging skills to stay alive through this campaign.

The Herd has constructed an outpost just beyond our territory. Now that you've weakened the Herd's surveillance capabilities, sneak in through the sewers and destroy the outpost. This will give the enemy a shock! Good luck!

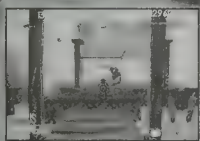


Mission 7 begins in an unfamiliar sector of the garden, which is filled with Herd fighters.

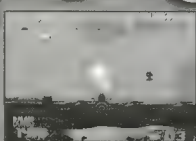
Before you move deeper into enemy territory, immediately turn around and snag all the ammunition and points on the hill behind you.



All that ammo will be vital once you reach the outpost. Now turn back toward the water and fly out over the dock. Stay close to the ground to avoid the swarm of incoming wasps.



Collect the nectar from these flowers, then circle back toward the exploders. First take out the wasps hovering nearby, then focus on blasting an exploder out of the way.



When a path is clear, fly over the fallen tree and into the next open area.

Curve around to the right and grab the nectar from the flower near the water.



Head back to the dock, then turn right and buzz along under the bench and across the next pool of water. Collect the points hanging over the water on top of the mounds of dirt.

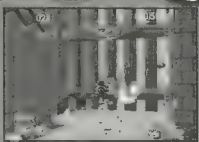


A line of exploders blocks your path over the fallen tree ahead. Be careful! Several vicious wasps will attack you when you approach the exploders. When you're close to the fallen tree, turn right and proceed toward the two flowers on the hill.

There are lots of goodies to collect in this area, so take your time. Snag the ammo on top of the large green planter and in the flowerpot on the ground beyond the planter.



Grab all the nearby points, then head for the large wooden gate on the right. Beware: You have to take out one more large green wasp before you can get through the planks in this gate.

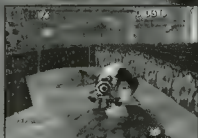




Spot the wasp from a distance and fire away. Once he's down you can proceed through the gate into the next area. In the next area, the path along the ground continues straight ahead. On the right is a large metal railing.



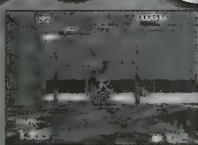
On the other side of the railing are a pool of water and plenty of wasps! Fly under the railing and over the water until you see a large yellow switch perched on an island in the center of the pool.



Shoot the switch to deactivate one of the protective beams blocking the entrance to the Herd outpost. Look out for the super-destructive green wasp hovering to the left, and take him out before he goes to work on you. Now fly off to the right of the switch toward the brick wall. Soon you'll see a second yellow switch near the wall.



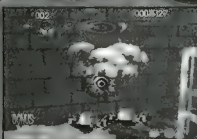
Quickly shoot the switch and then make your way back to the path on the other side of the railing. This switch deactivates the second protective beam blocking your entrance to the Herd outpost. If you're low on health, you can grab some nectar from the two flowers at the edge of the pool near the gate you entered through.



Snag that nectar, then turn around and head toward the back brick wall along the path. In the brick wall are the entrance sewers leading to the Herd outpost.



Before you can pass through, you must blast a hole in the green protective shield covering the entrance. Hover in front of the shield and fire away with your most powerful weapon.



Look out for incoming wasps as you work! After the shield is destroyed, fly through the entrance into the sewers. Once inside the sewers, fly directly to your left and up to the platform that runs along next to the pipe.

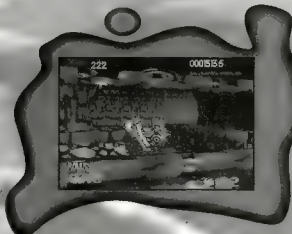
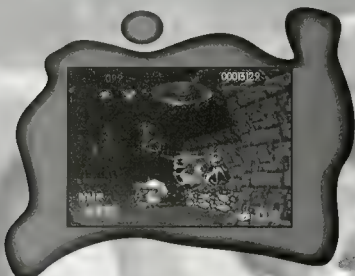




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At the platform, you can collect a weapon, points, and nectar all in one pass. This is a new weapon, the HGS 2000. This awesome piece of machinery will help you enormously in fighting your way into the Herd outpost. The nectar you collect at the platform is of a special variety that will fully replenish your health. With these goodies in hand, turn right and head through the pipe.

Grab that nifty new toy and go to the right, down the pipe. Make your way through the horizontal pipes spanning the cavern into the next open area.



In the next area is a nasty surprise—a huge Killa-Pilla waiting to play with you. Pass it and go to the right.



Look out for the Blocker Bug near the entrance—he's looking for a fight! Fly between the two pipes running horizontally through the open area of the sewer.

Look out for the Blocker Bug at the end of this tunnel. Take him out, then nab the HGS 2000 ammo on the ledge directly in front of you.



Continue straight ahead over the pipes until you see a Weevil cannon on the floor of the sewer. Fly past the Weevil and grab the Spiker from the ledge behind him.

The game is on now—it's time to attack the outpost, and you're armed for the fight! Turn left and fly out through the opening in the sewer wall.

To begin with, fly straight ahead until you see two pink flowers in the flowerbed. Grab the nectar from these flowers in preparation for the destruction of the outpost. Now turn around to face the entrance to the sewers. On your left is a large green planter. On the ground to the right of the planter is your first target, a shield generator.

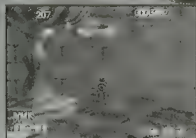
Now turn left and proceed down the pipe until you see the points on the left-hand ledge. Just past the points a pipe is sticking out of the sewer wall. Inside you'll find another new weapon, the Pulse Laser.



Walkthrough: Missions 6 - 10

Aim for the shield generator's weak spot and blow the generator to bits! Look out for the laser turret on the wall as you shoot the generator. If you're still low on health when you finish with this task, nab the nectar from the flower behind the large green planter in the corner.

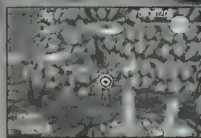
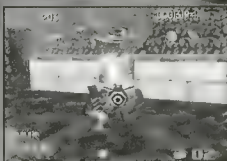
Now turn around toward the flowerbed. On the ground in front of it you'll see the second shield generator. As soon as the pipeline from the first generator is destroyed, get closer and blow the second generator away!



Now it's time to acquire target number three. Turn left and fly past the large tree and shovel. You'll see the next shield generator in the distance.

Approach the shield generator quickly and blast it with your Pulse Laser. This powerful gun will take the machine down in no time. That's three generators down and one to go. If the Wasps have done some damage and you need health, there are two more flowers in the area.

Look in the corner at the intersection of the two brick walls for the first. The other is in the corner of the area opposite the entrance from the sewers.



Nab that nectar and head back to the final shield generator. This generator is the farthest from the sewer entrance, near the Wasp hive. Position yourself near the machine, then blow it away.



Once this fourth generator is destroyed, you'll have the power to ruin the entire outpost. Turn toward the main outpost structure and aim for the pulsating green shield at its peak.

Fire away with your most powerful weapon until the building explodes into a ball of flames.

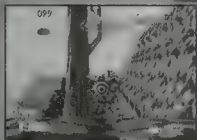
Congratulations, you're one step closer to the final downfall of the Herd!



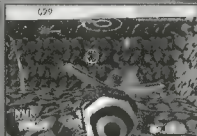
Mission 8: Sewer

You're in for some stealthy moves and cramped quarters as you proceed through the sewers. If you can just get inside and destroy a few of the Herd's hives, their effort will be severely crippled. Because of the presence of the hives, you should prepare to face an unusually high concentration of Wasps in this area.

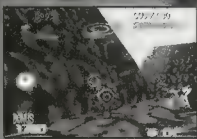
After your last mission, the Herd is really on the run. A large number of air units have evacuated the outpost and are now regrouping in the sewers. Get in there and destroy all the Wasps and Wasp generators once and for all.



From your starting point, hover and turn directly around toward the hill behind you. Collect the Spiker hanging in midair—it will come in handy in eliminating the Wasp hives within the cavernous sewers.



This is your most dangerous mission yet, Buck. The sewers are heavily fortified and packed full of some of the strongest Herd fighters. This mission begins just outside the sewers in an unfamiliar area of the garden.



Turn around 180 degrees and fly out into the garden. You'll approach another hill with a Weevil Cannon perched on a plateau below. Grab the HGS 2000 hanging over the Weevil's head and make your escape.

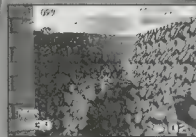
Turn left at the Weevil and continue until you reach the next hill. Turn left again and you'll pass several floating exploders on the right. Soon you'll reach another plateau and Weevil.

Snag the Plasma Pistol behind this Weevil and scurry out of his way. Now turn back to the open area of the garden and face the floating exploders. Take out the Chain Moth hovering ominously nearby.

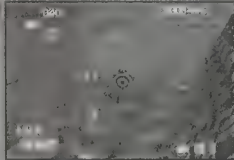


Now focus your efforts on the exploders hanging in the air above a couple of fallen dead trees. Fly down under the trees to avoid being blasted, but watch out for the Weevil down there on your way through.

Once you're under the trees, turn right and head for the hills. In the corner on a plateau is a Pulse Laser.



At the plateau, turn left and fly into the small opening between the hill and the brick wall. There you'll find a secret area full of goodies for the taking.





ready to attack. With your HGS 2000 selected, fire at the Killa-Pilla.

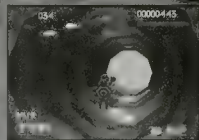
On the brick wall just behind the Killa-Pilla are two laser turrets.



Use your HGS 2000 to take these nasty threats out as well. Once you've destroyed the baddies, focus your attack on the green plasma shield blocking your entrance to the sewers.

Select your least powerful weapon, the Stinger, to blast the plasma shield. This will conserve your better weapons for the battles inside the sewers. There is no threat to you as you blast this shield, so there is no need to use a fast weapon.

Blow a hole through the shield and fly straight into the sewer pipe.

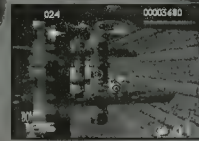


When you're inside the pipe, fly up away from the ground to avoid the two Weevils near the entrance.

Take a right over the Weevils and look at the left side of the cavern. A smaller pipe is sticking out of the wall of the sewer on the left. Inside this pipe you'll find a special variety of green nectar.



Drink this super-nectar to refill your health to 100 percent. Fly into the pipe and grab the nectar, turn around, and turn left to continue down the sewer tunnel.



Buzz through the maze of smaller pipes to the end of this tunnel and go right.

Before you enter the next area, make sure your HGS 2000 is selected. A swarm of nasty Blocker Bugs will descend on you as you enter the open area.



Buck's Art Gallery



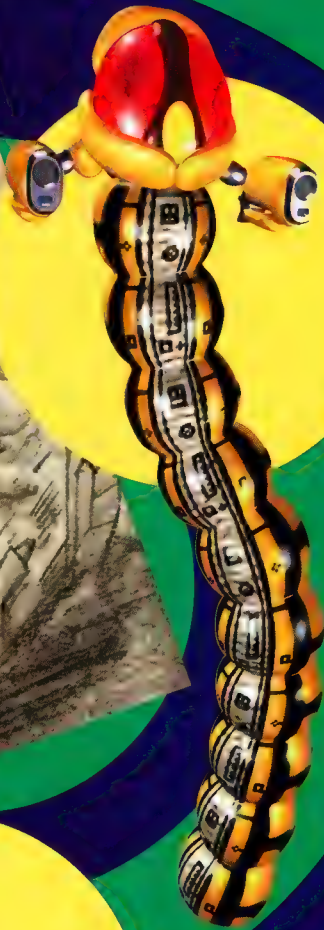
Buck's Art Gallery



Buck's Art Gallery



Buck's Art Gallery



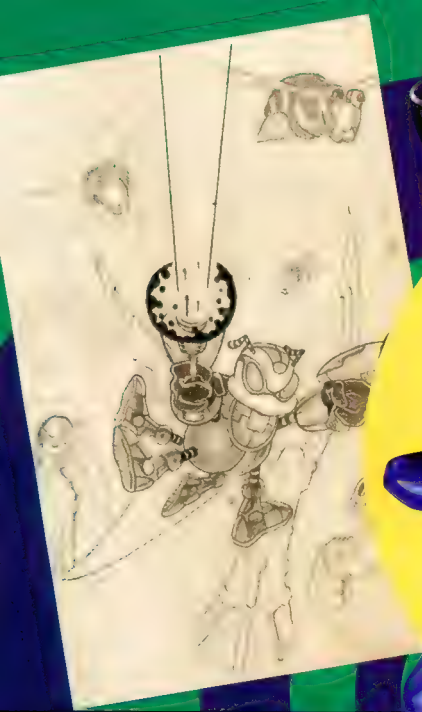
Buck's Art Gallery



Buck's Art Gallery



Buck's Art Gallery



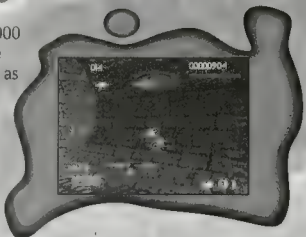


Buck's Art Gallery

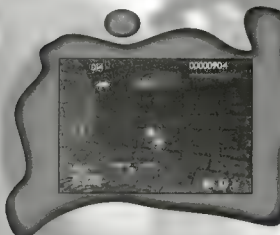


PRIMA'S OFFICIAL STRATEGY GUIDE

Fire your HGS 2000 before they come close, to take out as many Blocker Bugs as possible. When you've destroyed them all, take an immediate right into the dead-end tunnel there. Inside you'll find more HGS 2000 ammo and a new weapon.



This huge machine of destruction is the Fusion Cannon. Use this weapon whenever you must kill every last insect in the room! Now head back out into the open area and fly toward the two Weevils.



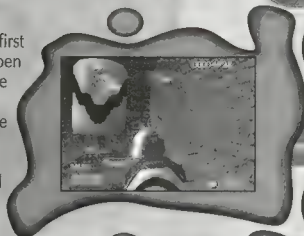
At the back of this area are tunnels going left and right. Turn right and pass through the maze of pipes. Follow this tunnel until you see a floating exploder in midair at an intersection with another tunnel.



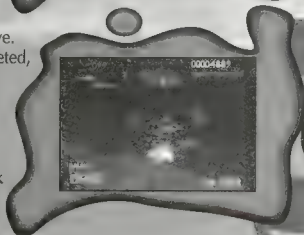
Fly high above the exploder and take a right at the intersection. If you're low on health, grab the green super-nectar on the ledge just behind the exploder. If you have enough health, save the nectar for later. You can come back to collect it when you need it more. Proceed down this tunnel until you have to turn left.



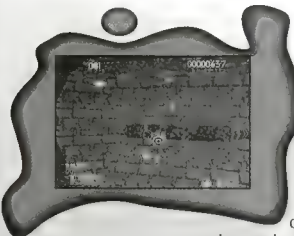
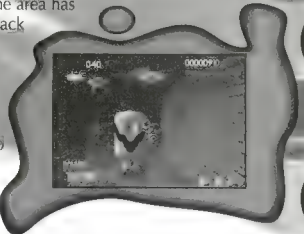
You're approaching the first Wasp hive. Inside the open area on the right sits hive number one. Avoid the Wasps buzzing about the cavern and aim directly for its weak green spot with your most powerful weapon.



Fire away until a ball of flames consumes the hive. Once that task is completed, you must turn your attention to the wasps remaining in the area. Select one of your more powerful Wasp-fighting weapons and go to work on those Herd nasties.



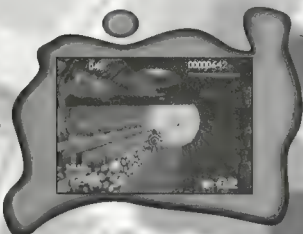
When every enemy in the area has been eliminated, head back down the tunnel toward the exploders. Fly along the right side of the cave above the platform to avoid setting off the exploders. Buzz down to the end of the tunnel and take a right. Inside this area is the second Wasp hive.



Fly directly to the hive and blast its weak spot with your best weapon. Once the hive is destroyed, spend your energy blowing every last Wasp out of the sky. If

you get low on health, grab the super-nectar left behind following the explosion of the Wasp hive.

After you've destroyed all the Wasps, search the room for ammo and collect it all. Now turn around and head back out through the tunnel to the exploder area.



Walkthrough: Missions 6 - 10

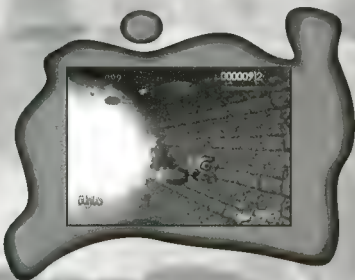


PRIMA'S OFFICIAL STRATEGY GUIDE

When you reach the exploders, turn right down the cavernous sewer pipe. Make your way through the pipe toward the large open room containing the two Weevil Cannons. Fly way above them to avoid their nasty blasts. Proceed straight ahead into the tunnel and take a right. Go to the end of this tunnel and fly through the three vertical pipes on your right.



Continue in this direction between the pipes and under the vines until you reach the room containing the third and final Wasp hive. Fly straight to the hive and rain bullets down on its weak green spot.



If you're low on health at any point, grab the green supernectar from the ledge directly behind the hive. Once you've destroyed the hive, blast away at the remaining wasps. When you've destroyed them all, you're on your way to Mission 9!



Mission 9: Cleanup

It looks like total chaos has broken out in this sector of the garden. Don't stop to look. Just keep moving and stay low to avoid the deadly firefight going on overhead. The quicker you move, the harder you are to hit. Now get in there and do some damage.

At last we can attack! During the strategic preparations, your job is to find any other forms of Herd equipment that may cause us further problems. Explore the area and seek out any information that may be useful to our cause.

This mission requires quick thinking and some serious moves. You're on the offensive now, so you must be ready for a constant onslaught of Herd fighters. There is a Herd gate below and to the right of the point where you beam into the garden.



This is a key gate, and three distinct components are required to open it. These components can be hidden anywhere in the garden or held by Herd minions. You must

thoroughly search the area to find every part of the key you need. Fly down off the plateau and under the large metal support spanning the valley.

Proceed with caution: A swarm of Wasps is ready to attack on the other side of the support.





As you pass under the support, dodge down to avoid taking damage. There are two flowers here in the ground if you need health.

Stay low as the message tells you; there is danger ahead! Several floating exploders hover beyond the flowers. Fly low to the ground under the exploders to enter the main open area.



This bad little toy packs a wallop! With your new gun in hand, fly back down toward the water and turn left.

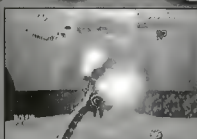


If you need health, snag some from any of the flowers on the islands scattered around the area. Continue deeper into the garden over the water until you see a larger

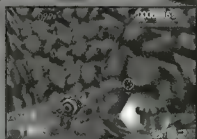
island in the middle with some weapons on it. Fly to the island and collect the Frag Cannon and Spiker there.



Now continue over the water deeper into the garden. Make sure you avoid all the exploding flowers along the way! Keep going until you see a giant Killa-Pilla squirming in the pool of water in the back of the garden.



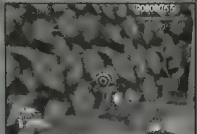
Make your way over to the structure and position yourself in front of it. Blast its weak green spot until it shatters into a pile of burning rubble. Once you've destroyed the structure, the first piece of the key will appear in its place!



This Killa-Pilla is holding the second piece of the key you need. Take him down with one shot of your Exo-sect Launcher. There's no need to hover—just fly by and blast him down. After he collapses into the murky waters, collect the second piece of the key from the surface of the water where he once stood.



Now buzz straight on up to the plateau directly behind the structure. There you'll find an Exo-sect Launcher.





CAUTION!

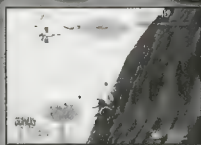
Be extremely careful when getting this close to water. All the cyborg enhancements and armor make Buck too heavy to get out of the water once he touches it. One drop of that wet stuff and you'll drown!

With the second piece of the key in your hands, only one remains to be found. The third is being held by one of the nearby Wasps. As you fly back up into the air, two Wasps will come in for the kill. Blast them both to find the third section.



One of the Wasps is sure to drop it when he dies. Grab that third section in the air, and you're ready to rock and roll! Before going back to the Herd gate that's now open, scour this area for nectar, points, and weapons.

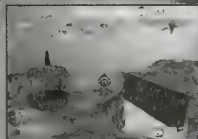
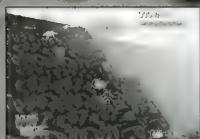
Tons of goodies are scattered about, along with plenty of flowers to refill your health. There are also two more Herd structures in this area. If you blast them in their weak spots, they'll explode and produce some serious points for you to collect!



One of these structures is up on a hill about midway through the open area on the gate side. The other is on the main island in the middle of the water that also contains the weapons. Grab

all the good stuff you can find and then head back out through the valley to the Herd gate.

Snag the points on the other side of the Herd gate as you make your way out over the water. Fly up and over the big green planter and nab the Plasma Pistol from on top. If you need health, proceed straight ahead to get the nectar from the flower in front of you on the hill.



In this area, you must kill every last Herd enemy in order to activate the portal that is supposed to beam you back home.

Smash all the Wasps to smithereens, then turn your focus to the Weevil on the hill near the Herd gate. Blast him in the head until he flies apart into Weevil bits. Now there's only one more enemy for you to grapple with. Fly down to the ground near the big green planter. Obliterate the Transporter there with one shot to the head.



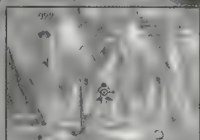


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With the death of the Transporter, the portal in the middle of the area will activate! Fly into the green warp to beam into the next area of the garden.



This monstrous beast rests on top of a post and will attack with red and pink high-velocity lasers. Search the surrounding area for flowers if you are low on health.



Your only objective in this next area is to locate the next portal and beam back to base. Swarms of Wasps will rush you as you proceed through this little valley in search of the portal.

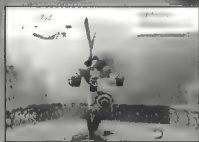


Now it's time to battle the giant bug to the death! Your most effective technique against the Herd Commander is to fly in circles around him, pausing only briefly to fire.

Fire straight ahead as you push your way forward to avoid being slammed by the vicious mutants. After passing through two major swarms of Wasps, you'll find the portal on a plateau in the far reaches of the valley.



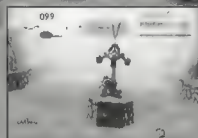
The Commander moves very slowly. You should have no problem avoiding his attacks as long as you keep moving. Fire at him, and then buzz around to his other side and attack again. You can keep track of the Commander's health by watching the blue indicator just below your own red health indicator.



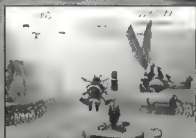
Fly into the portal to beam back to base!

Oops... there's been a mistake. Our beaming units have been scrambled and you've been teleported deep behind enemy lines. You'll have to destroy any hostiles in your vicinity before we can use the emergency beam to get you out of there!

This mistake could be terrible for you, Buck. Now you must fight the evil Herd Commander.



The Herd Commander flies and rotates extremely slowly, so he shouldn't be any more of a threat in the air than he was on the post. Take him down, and you can safely beam back to your base and prepare for mission ten.



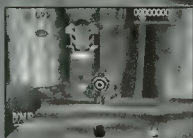
When the Commander's health gets low, he'll leave his post and come after you in the air.



Mission 10: Scramble Pylon

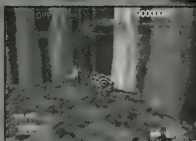
Danger lurks in this swampy, open area of the garden. Look out for Dragonflies here—they seem to have taken over, along with the Blocker Bugs. Destroying the scramble pylon will ensure your safe teleportation in the future. This mission is for your own good, Buck.

We have discovered the reason for that last teleport error. A Herd pylon is scrambling our teleport information. This pylon must be destroyed at all costs if we are to continue our campaign.



This mission is a tough one, Buck. This forest is full of particularly nasty Wasps and other baddies. Your first objective in this area is to open the Herd gate to the next area of the garden.

From your starting point, turn left and fly down to the flower on the ground.

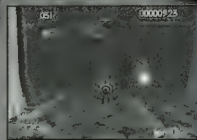


Snag the nectar from the flower's petals to rebuild your health. Now turn left again and fly into the hollow tree lying on the ground. Inside the tree you can collect an HGS 2000, Cluster Bombs, and some points...



When you're back out in the open, you can grab more nectar from the flower straight ahead on the ground. Now turn right and fly directly toward the two yellow and black antennas.

Turn left as soon as you reach the antennas and follow the path of the green pipeline on the ground. Watch out for the Dragonfly waiting for you just past the antennas.



The Dragonfly's laser will take your health down quickly. Blast him with your HGS 2000 and he'll be out of your way in no time. Continue straight ahead to a wall. Turn right at the wall and fly past the antenna there and across the water slightly to the right

On the water you'll find a large yellow switch. Shoot the switch to destroy its pipeline to the Herd gate.



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Now fly up over the switch and past the laser tower behind it. On a log on the bank are more HGS 2000 ammo and a Plasma Pistol.



Follow these pipelines as they turn and pass under the large wooden fence. Take out the Blocker Bug waiting for you at the fence, then make your way through the fence to the other side.



Watch out: There are many floating exploders hovering above the water waiting for you to come close!



Turn right if you need health and collect the nectar from the flower growing on the bank.

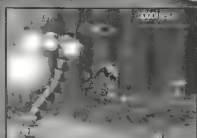


Stay low and close to the wall on the left. Follow the green pipeline running along the wall as it turns left and then right.

Now turn around and fly back toward the closest antenna. Pass the antenna and fly along the wall on the right until you can see the second yellow switch in a clearing on the ground near a tree.



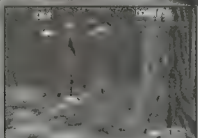
Watch out for the laser turret and the Killa-Pillas along the way. At the end of the pipeline just past the Killa-Pillas you'll find the third switch on the ground.



Approach the switch and blast its green spot. Be careful not to get close to the exploding flowers on either side of the switch itself. Once you've activated the switch, turn to the left and fly toward the first two antennas. Look out for the grade two transporter on the ground—it will mow you down with its green acid attack. Fly straight ahead past the first two antennas until you see the two parallel green pipelines running along the ground.



Activate the switch and then collect the Spiker on the pink mushroom behind it. Now turn around and follow the path of the pipeline all the way back



to the body of water near the fence. Locate the second pipeline in the area and follow it along the side of the water.

Continue to follow the pipeline between the fences until it disappears into a small hill of dirt.



Just past the dirt mound you can collect a Plasma Pistol from on top of a tree stump. Proceed with extreme caution through this area! There are laser turrets on the left and right walls and freestanding towers on the ground.



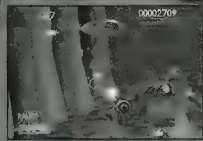
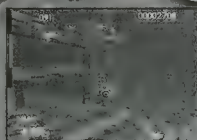
To complicate things even further, three Blocker Bugs block your path along this green pipeline. Move forward quickly through this area, firing as you go to kill the Blocker Bugs ahead of you. At the end of the path is the next switch. To open the Herd gate, you must activate this switch by shooting its weak green spot.



Once that task is completed, you can collect some nectar from the flowers on the left and right of the switch to replenish your health. Keep moving as you grab that nectar, or the laser turrets nearby will shoot you right out of the sky.



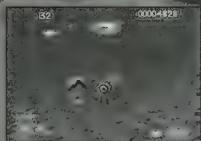
With a good nectar meal in your tummy, turn around and exit through the passage you entered through. Fly fast to avoid the lasers that attack as you pass. At the end of the passage, turn right and follow the path of the now-destroyed pipeline along the ground. Follow this path all the way back through the wooden fence to the first two antennas.



Go to the left at the antennas and fly just past the hollow log on the ground. Take another left and buzz between the hollow log and the fence on your right. On the ground you'll

see yet another green pipeline running along the ground to a switch. As you begin to follow it, watch out for the Blocker Bug lurking around the corner.

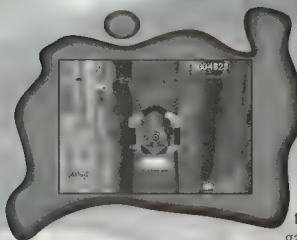
A Dragonfly follows close behind the Blocker Bug, so be prepared to attack. Continue on along the path of the pipeline in the valley until you can see the switch in an open area on the ground.



Fly in to blast the switch and activate it, but make sure not to hover very low, or the Giz Beetles on the ground will hurt you badly. Once the switch has been activated, turn to the right



and snag the nectar from the flower just up the incline near the fence.



Now spin around and head back out along the path of the destroyed pipeline. When you reach the area containing the first two antennas, go left through the Herd gate.

Just ahead is a pool of water. The scrambler pylon sits in the middle of this pool, which contains several nasty Killa-Pillas! Three of these Herd baddies surround the pylon, making it nearly impossible to attack.



On the other side of the gate, take an immediate right and collect all the points hanging in the air.



Before you get blasted trying to take out the pylon, circle around and blow away at least two of those Killa-Pillas. Once they're out of the way, your task is much easier. Get up

close and aim for the pulsating green weak spot on the pylon and fire!

After the pylon has been destroyed, you can move on to Mission 11.



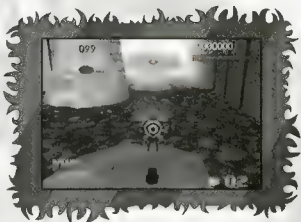


Mission 11: Herdling Research

This isn't kids play anymore! Your missions are getting progressively more complex and difficult to complete. Although Mission 11 may sound nonviolent, you must have your guns at the ready. Dangerous Herd minions lurk in every corner of the garden. Be prepared to fight them off at every turn.

To learn more about the enemy, it's vital that we collect specimens for study. We'll transport you to a quiet forest sector where semi-mutated Herdlings have been sighted. Since these Herdlings are relatively harmless, you're ordered to capture three different breeds and return them to the drop basin one by one. You'll need to find and use the Stun Gun to be able to pick up the Herdlings.

In this mission, you're required to collect three different types of mutant Herdlings. To complete the mission, you must return one red, one yellow, and one green Herdling to the drop pad near your starting position.



From your starting position, turn right and nab the Cluster Bombs and Guided Missile Launcher near the wall. Spin around and fly over the drop pad.

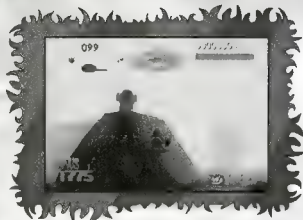


Buzz along the yellow path toward the pink flower on the hill. Collect the nectar from the flower, then go left over the pink mushrooms.

Snag the Plasma Pistol from above the third mushroom and continue on down the path through the forest. Look out as you round the mushroom corner: There are several laser turrets in the trees aiming to take you down. If you're still low on health, grab the nectar from the two flowers on the small hill on the right.



As you make your way between the trees, keep some distance between you and the Giz Beetles on the ground below. These little baddies will blow you out of the sky with their acid attack. Proceed along the path until you see a large laser turret sitting high above the ground on a hill.



Fly up and over the hill past the turret. On your right on the ground you'll see a huge barrel. Fly straight back over the hill until you can see the Stun Gun resting on a blue pad on the back of the hill.

You'll need this weapon to shock the mutant Herdlings into submission. With the Stun Gun in your arsenal, fly back down toward the path and blast the Giz Beetles to bits.



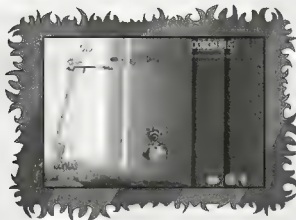


The Giz Beetles can't get in the way of your research anymore! Now select the Stun Gun and approach one of the little mutants. Give him a shot, and he'll roll over onto his back unconscious.

Fly directly over him to pick him up. Now you have to return him to the drop pad near the place where you started.

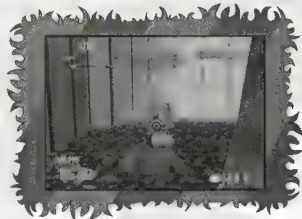
CAUTION!

Be extremely careful while carrying the Herdlings back to the pad! If a specimen touches anything, including the ground or walls, it will be destroyed.

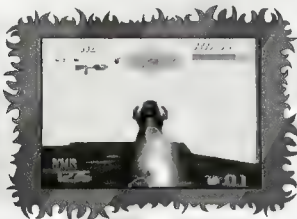
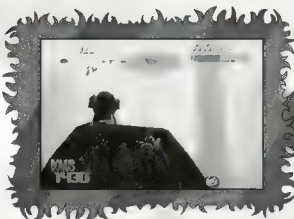


Fly along the path and over the mushrooms back toward your starting point.

Buzz directly over the drop pad, and the specimen will be beamed back to your base for further study.

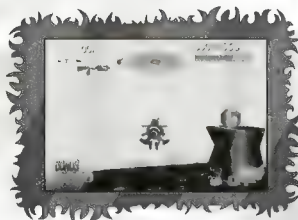


With the first specimen safely back in the lab, you must now turn your attention to opening the Herd gate at the end of the path past the house in ruins. Before you leave the safety of the start area, select your most powerful weapon. The first of three pieces of the Herd gate key is being held inside a laser turret on a hill nearby. Only a massive weapon will be effective against the nasty turret. With your big gun in hand, fly back out into the forest along the path until you see the laser turret up on the hill.



Fire at it repeatedly until it breaks into pieces.

There are two flowers with nectar on the hill behind the laser turret if you're low on health. Once the laser turret is destroyed, you can collect the first piece of the Herd gate key from its ruins.



Now proceed farther into the forest along the yellow path toward the broken-down house. Fly into the house through the leftmost brick-sized hole in the wall.





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Grab the Frag Cannon floating in the wall opening on your way in. Pull up as soon as you enter the house to avoid the attack of the Giz Beetles all over the ground. Buzz straight to the back wall and take a left. Near the ground in the corner of the house, you'll find the second key piece to open the Herd gate.



Now exit the house through the second small opening in the wall on the right. Pick up the Frag Cannon in the opening on your way through.



Once you're outside, make an immediate left along the path and look for the Herd gate in the wall. The

Transporter closest to the house near the path is holding the third piece of key needed to open the gate.

Select the Frag Cannon, and then blast that Transporter in the head. Back off as his body explodes into a shower of acid, then collect the third key piece from the ground where he once stood.

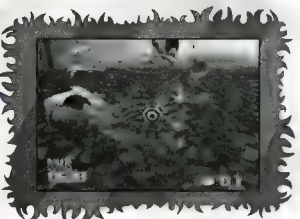


Now head toward the gate and nab the Plasma Pistol from on top of the pink mushroom at the end of the path. The next area is packed full of nasty Dragunflies, so before you enter it, search the forest for as much nectar as you can find. Once your health has been replenished, fly through the Herd gate into this next area.



On the ground slightly to the right of the entrance is an HGS 2000. Nab it before the Dragunflies can start to attack. Select your HGS 2000 and go to work on that swarm of baddies.

After you've obliterated all of them, select your Frag Cannon and eliminate the Transporter on the ground.



When he's dead, the red Herd gate in the wall will open up. Enter the next area through the gate, but be sure to grab all the nectar you need from the flowers on the ground before you go.

Immediately collect the Guided Missile Launchers from the mushrooms on the left and right. Now head out over the water near the hill on the left.





Approach the laser turret at the water's edge, and do your best to avoid its ammo spray. Directly behind the turret is a large yellow switch.

This switch activates the other Herd gate in the previous area. Shoot the switch's green spot and quickly grab the nectar from the flower nearby. Now fly back out and over the turret to the water. To get some more points and a Frag Cannon, destroy the barracks on the bank near the switch. Now take a left from the switch over the water toward the Killa-Pilla. Use the remaining ammo in your HGS 2000 or Frag Cannon to take him down fast.



You can find the red mutant Herdlings on the land just behind the Killa-Pilla's pool.



Whip out your Stun Gun and give that mutant a shock. While he's on his back, fly over him and pick him up. Now head back over the water toward the Herd gate in the wall.



Beware: Several more Dragoonies entered the area through this gate when you activated the switch.



the start and leave the Herd mutant on the drop pad.

Now turn around and head down the path again and through the Herd gate into the Wasp room. This time, pass through the Herd gate straight ahead that you opened with the switch.



Move quickly and avoid contact with all surfaces. Once you're through the first red gate into the Wasp room, go right through the Herd gate into the forest. Now follow the path all the way back to

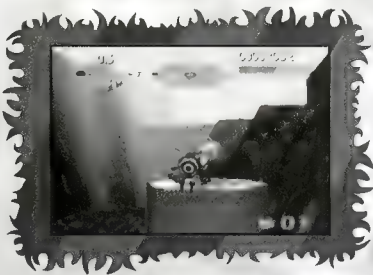


Collect the points in the air on the other side of the gate, and also the nectar from the flower.



Select a good weapon and give those Crane Flies a beating!

Take a left at the flower and snag the green super-nectar from on top of the barrel.

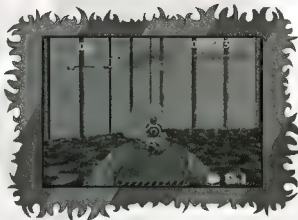


Now fly up above the hill behind the barrel. Collect the Frag Cannon from above the mushroom. Running around on this plateau among the picnic paraphernalia are two of the green mutant Herdings you need to complete the trio of specimens.



Stun one of the mutants, pick him up, and head back to the gate.
Speed through the connecting room full of Dragonflies to the Herd gate leading to the forest.

Carry the green mutant all the way back to the drop pad along the path, and Mission 11 will be complete.



Mission 12: The Extractor

Once again, you must locate specific Herd infrastructure and eliminate it. The destruction of the extractor will buy the insect forces valuable time in their fight against the Herd. Now get in there and show those baddies how a real insect fights!

The captured Herdlings have informed us that the main source of Herd power is radioactive mucus created by toxic waste. Our scout squads have located a mucus extractor. Destroy it to cut Herd power supplies.

Your first objective for Mission 12 is to open the Herd gate to the next area. Begin this mission by collecting the nectar from the flower directly behind your starting position.



After grabbing the nectar, turn back around to your original direction and fly toward the tree stump ahead. Nab the Pulse Laser from the air above the stump, then turn right.

As you enter the open area, look out for the Weevil Cannon on the ground, the floating exploders overhead, and the Dragonfly off to the right. Ignore the Weevil Cannon and exploders and take out the Dragonfly with your Pulse Laser. There is another Dragonfly behind him, so proceed with caution and take the second one down.



With those two baddies out of your way, locate the two green pipelines running parallel away from the switch and antenna.

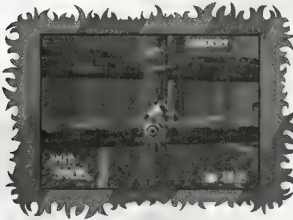




Snag the nectar from the flowers on the ground near the antenna if you need it. Follow the pipeline on the left all the way back past the Killa-Pilla until it turns to the right. In the area where the pipeline changes direction, look behind the tree in the corner.



There you'll find two flowers nestled in a secret opening along with a Fusion Cannon. Now fly back out toward the Killa-Pilla and follow the pipeline again as it passes under the wooden fence.

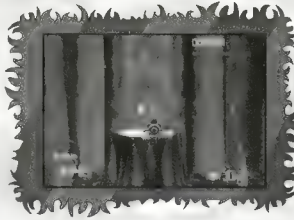


Watch out for the laser turret on the fence post—he'll fry you in no time! Blast him off the post, then proceed under the fence into the open area behind it.

Be prepared: You'll have to deal with several Dragunflies just past the fence. Use your newly found Fusion Cannon to wipe them out quickly. On the left, past the fence you'll find switch number one.



Position yourself in front of the switch and blast the green spot to activate it. Look out for the exploding flowers all around. Now turn left and nab the special green nectar from above the tree stump on the left.



After grabbing the nectar, fly down and snag the Pulse Laser from the ground behind the switch. Be very careful not to get too close to those exploders! Next, spin around 180 degrees and fly over to the second switch nearby.

Activate it, then fly along its pipeline back to the antenna near the start.



The third switch is on the ground next to the main antenna. Shoot the switch's green spot to open the Herd gate.

Before you head to the gate, turn around and fly over to the tombstone. Fly along the side of the tombstone straight at the tree wall to the right of it.



There, in a small alcove, you'll find a Pulse Laser and an HGS 2000.



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Turn around and fly straight out of the alcove along the path of the destroyed pipeline. Collect the points near the tree wall above the pipeline, then turn left toward the hollow tree lying on the ground.



Mow down the Dragonfly hovering nearby before entering the hollow tree. When the Dragonfly is dead, nab the points on your way into the tree and grab the Pulse Laser underneath it.



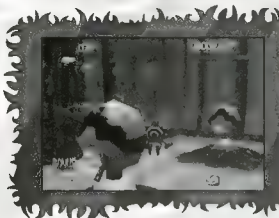
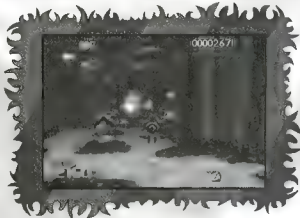
As you fly out from under the tree, turn right and curve around to the side. There in the ground is a small tunnel in the dirt.

Fly down into the tunnel and you'll resurface in a room full of goodies! Here you can collect four drops of nectar, two HGS 2000s, and 2,100 points. With your loot in hand, exit through the secret tunnel. Fly past the hollow tree and grab the points on the other side.



Fly straight ahead until you spot the Herd gate in the wall. Just before you reach the gate, take the nectar from the two flowers down in front of it. Grab the HGS 2000 hanging in the air inside the gate and enter the next open area.

Take down the two Blocker Bugs guarding the switches with your HGS 2000.



With those baddies out of your way, activate both of the large yellow switches. The Herd gate to the left of the switches will open once they have both been activated.

Nab the Guided Missile Launcher and points in the air before you reach the water in the next area. You must kill every enemy in this area to proceed to the next. Start with the Dragonfly to the right of the first tall tree.



Use your HGS 2000 on him for the most effective kill. With the Dragonfly out of the way, turn left just past the tree.



Take them down with a few blasts from your HGS 2000. The Herd gate will open for you now, so fly through it into the next area.

Don't fly too high or the floating exploders will blast you. Now you must kill the Wasps flying around the red Herd gate.



Beyond the gate, fly straight ahead and collect all the points in the air as you fly into the large hollow tree.

Grab the Guided Missile Launcher on your way through as well. Take a right on the other side of the tree and fly out toward the final switch. Look out for the two laser turrets and the Dragonfly guarding the switch! Blast the Dragonfly down with your HGS 2000, then focus on activating the switch.



Shoot the green spot on the switch, then fly up and over it past the tombstone. Behind the tombstone you'll find some Herd barracks on the ground.

Blast the green pulsating parts on top of the barracks and they'll explode into pieces and reveal a hidden area underground.



In the underground tunnel you can pick up an HGS 2000, a special green drop of nectar, a Fusion Cannon, and a Plasma Pistol. Turn around and fly out of the tunnel, then take a left toward the laser turrets.

Pass them, taking special care to avoid their fire.



Buzz past the hollow tree and grab the HGS 2000 from above the mushroom on the right near the wall. Now head into the next area, where a large structure is standing in the water. This is the extractor the Herdlings informed you about.

Before you destroy it, use your HGS 2000 to take out all the baddies in the area that might get in the way of your work.



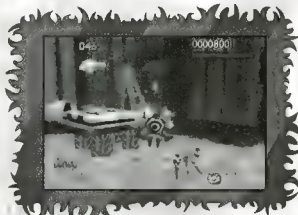


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Once you finish with them, turn your attention to the small yellow barracks on both sides of the water. Destroy all the barracks and you can collect some special green nectar, a Plasma Pistol, a Fusion Cannon, and 410 points.



Once you've destroyed all the barracks, focus your attacks on the extractor. To destroy it, blast the barrels that sit on top of it.



Destroy enough of them and the extractor will fall into pieces of flaming wreckage and disappear into the water below.

Mission 13: Nuke Tower

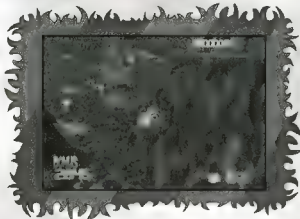
This mission is an absolute emergency! Of course, this top-priority concern is in your hands, Buck. It's up to you to disable the nuclear device and save the insect forces from total annihilation. It's of the utmost importance that you remain calm and focus on your task.

An alarming report from our intelligence services just revealed the existence of a large nuclear device, ready to be launched at a friendly area. You must deactivate it immediately.



This sector is heavily guarded by the evil Herd, so be ready for a real fight! From your starting point, turn left and grab the two HCS 2000s from the ledge there.

If you're low on health, collect some nectar from any of the several pink flowers on the nearby hills.



Now turn toward the tree in the center and nab the Plasma Pistols next to it. Now follow the first point trail to its end, where you'll see a yellow path on the ground.

Follow this path all the way to the large yellow switch hidden in the hills.



Beware: The missile turret on the hill above the switch will be aiming for you. Move quickly to avoid the missiles' massive blasts. Exit the small area between the hills and fly straight ahead toward the opposite hill.





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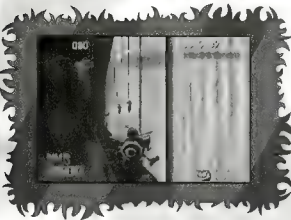
Fly up on top of the hill, and locate the pink mushroom growing right next to the tree.



Activate the switch by shooting its green spot. Look out for the Wasp hovering over the switch: He'll hurt you with his nail gun. Now turn around and fly into the larger open area.



Grab the nectar from the flower to the left of the first tree you see. Fly off to the right of the next set of trees and fly right between the ground and floating exploders scattered everywhere.



Fly directly above this mushroom and collect the green nectar, Fusion Cannon, and 200 points that appear behind the tree.

Before you exit this area, search for any goodies that you may have left behind. Now fly down off the hill toward the ground. Locate the open Herd gate behind the barrel on the lowest ground.



On the other side of the tree, follow the trail of points leading to the Herd gate. Proceed through the Herd gate into the next area.



Look out as you head for the gate: All the Wasps in the room will be after you. Now fly through the gate and into the next area. Once you've passed through the gate, take an immediate left and look for the switch on the ground behind the tree.

Fly straight ahead and over the large metal support spanning the valley.



On a hill straight ahead you'll see a green pulsating teleporter.

Head toward the teleporter, then take a right in the direction of the blue pad on the hill high up on the right. Fly over the pad and an HGS 2000 and a Fusion Cannon will appear on the opposite hill.

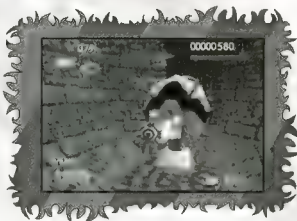


Go grab your goodies from across the way and then speed into the teleporter.

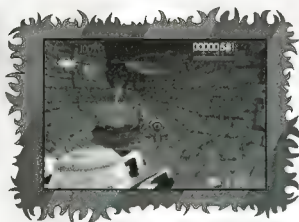
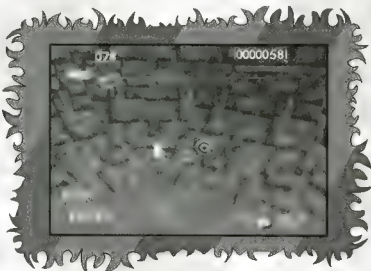


Beware: When you rematerialize on the other side, you'll be directly in front of a huge, nasty Killa-Pilla. Take him down fast with a few blasts from your HGS 2000.

Once he's out of the way, follow the point trail into the tunnel on the left. At the end of this tunnel you'll find a big yellow switch.

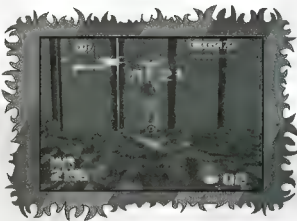


Activate the switch, then turn back around and head out into the open area. The switch you just shot deactivated the protective beam that was blocking access to the teleport device in the tunnel on the right side of the cavern. Fly around the teleport and collect the HGS 2000 behind it.



Now fly straight in and you'll be beamed to the area containing the nuclear device.

You now have one minute and 50 seconds to disable the nuclear device and save all your insect forces from total annihilation. To begin with, snag the nectar from the flower to the left of the point where you beam into the area.



Now head behind the nuclear device and collect the two Frag Cannons from the small open area.

With your Frag Cannon selected, go to work on deactivating the nuclear device. Use your Plasma Pistol to fire at the pulsating green components of the device.



If you manage to disable the device, you'll successfully complete the mission and you're on to your next task.



Mission 14: Mucus Storage

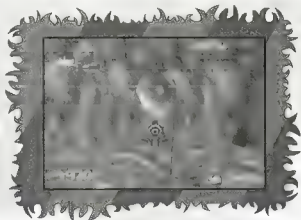
This will be one of your toughest missions yet. The mucus storage silos are in one of the most heavily fortified Herd strongholds in the whole garden. Keep your wits about you and take your time. The Herd minions have planted several Phase Columns in unexpected locations, so proceed with extreme caution.

Now that the nightmarish nuclear danger is warded off, you must conduct another special mission: Destroy the radioactive mucus storage silos. You'll be beamed right into the heart of enemy territory, so we've issued you some very high-powered weapons. Make full use of these.



flowerpots to the left. There you can collect four Guided Missile Launchers, giving you 20 missiles to use against the nasty Herd.

With your ammunition in hand, make a U-turn and grab the ammo from the pink flower on the ground behind you.



During this mission, you must make good use of the Guided Missile Launcher. To collect some ammunition for this weapon, turn right from your starting position and fly around the

Now make your way to the other side of the flowerpots and buzz down into the tunnel in the dirt.

Look out for the swarm of hover flies in the area at the end of the tunnel: They'll be ready to take you down. Aim at one of the unsuspecting hover flies with your Guided Missile Launcher and bust him down! The blast from the missile's impact with the hover fly should eliminate several, if not all, of the baddies in this swarm. You can also use the Fusion Cannon on those baddies if you have leftover ammo from the previous mission.



Now turn your focus to the switch on the ground behind the three Phase Columns. Send a missile straight at the switch's green spot to activate it. This switch will deactivate all three Phase Columns and allow you access to the hole leading to the next area.

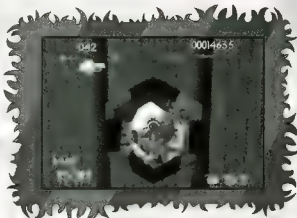


Fly through the hole and past the stump. Take out the gun emplacements on the wall on each side of the Herd gate with your Guided Missile Launcher.

To open the gate, you must kill all baddies in the area, so use the launcher to obliterate the two Spotter Bugs circling overhead. Spotters move around a lot, so you may need to try several times to hit them.



Once these Spotters are down, the gate will open and allow you access to the next large area. Proceed through the gate and make an immediate right turn.

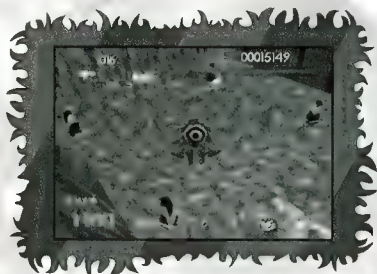


This extra health will be important in fighting the Herd minions ahead! On the other side of the hill are several gun emplacements attached to the wall. You must destroy each emplacement to open the Herd gate to the next area. Stay as far back as possible, and send a guided missile at each of the emplacements in sight from the top of the hill.



Blast the two Herd barracks on the ground at the base of the hill with your Guided Missile Launcher. One shot should destroy both structures.

When each emplacement has been wrecked, turn your attention to the ground. In a large hole in the middle of a square of four exploders, you'll see one Guided Missile Launcher. Fly down and grab it, and take special care not to get too close to those exploders or you'll feel some major pain.



Grab the Guided Missile Launchers from the wreckage of the barracks, then fly straight up above the hill behind the barracks. On top, you'll find a tennis ball embedded in the dirt.



Fly directly over the tennis ball, and a Fusion Cannon will appear on top of the stump in the previous area. To retrieve it, fly back through the red Herd gate and nab it from the air above the stump.

With this weapon in hand, turn toward the two tubes on the ground. Fly through each of the tubes to collect the Guided Missile Launchers inside.



Don't use the Fusion Cannon during this mission; you'll need it for Mission 15. Now turn around with your kickin' new weapon and fly back through the Herd gate. Once you're through the gate, buzz up the hill in front of you and collect the nectar from the two flowers on top.





PRIMA'S OFFICIAL STRATEGY GUIDE

You should now have plenty of ammo to take on the Herd nasties ahead. On the other side of the tubes, you must face two Killa-Pillas with a vengeance. Get close to them, then fire off a few powerful guided missiles in their direction.



Some of these should quickly send those baddies falling down into the cold water. Once they're finished, take out the rest of the gun emplacements on the walls.

When you've destroyed them all, the red Herd gate past the water will open up and let you into the next area.

Before you leave this area, blast the Herd barracks near the gate and collect the Guided Missile Launcher from inside.



Proceed through the Herd gate and stop immediately on the other side. Straight ahead you can see a switch protected by a highly dangerous Phase Column. You must blast the switch's green spot with your Guided Missile Launcher from a distance to deactivate the Phase Column.



Once you've turned off the Phase Column, you can buzz on over the switch into the next room. Fly just past the switch and approach the hole in the wall ahead but do not go through! Hover directly in front of the hole and look into the next room.



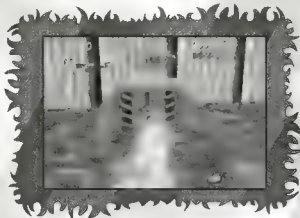
There's a Phase Column very close to you on the other side of this wall. If you go through, you'll be quickly sucked into the column and killed. First you have to take out the gun emplacement on the wall in the other room as you hover in front of the hole. Use your Guided Missile Launcher and bust it down. Now you have to activate a switch two rooms ahead of you to deactivate the Phase Columns.



Shoot a guided missile through the hole directly in front of you, and through the hole in the next room past the Phase Column. The switch is in the next room and slightly to the right of the hole. Blast its green spot, and all the Phase Columns in your path will be deactivated. Now you can safely fly through the next two holes into the room containing the switch.



In this room, you must turn to your left and blast the Herd barracks on the ground there.



Collect the Pulse Laser from its wreckage and turn back toward the switch. Proceed through the hole in the wall behind the switch into the final area. Once you've entered the final area, immediately turn to the right and blast the gun emplacement on the wall. Now turn around and break the two laser turrets into pieces with a few more guided missiles.



With these baddies out of the way, turn your attention to the various Herd minions scurrying about the area. Take out all the Ciz Beetles and Wasps near the mucus storage silos. If you're low on health, scour the area and grab all the nectar you need from the many flowers on the ground.



When you think you've eliminated enough baddies to ensure you'll be safe while you attack the silos, go to work on them! Use your Pulse Laser to blast the silos in their weak green spots.



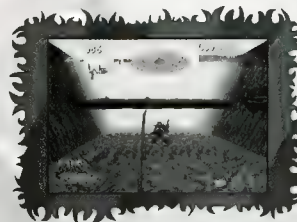
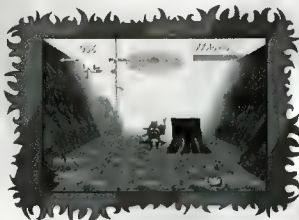
Once you've destroyed all four, you'll move on to Mission 15!

Mission 15: Depot Attack

Unlike your previous missions, this one requires speed. The Wood Wasps you're after will be sprinting to the finish as you chase them down. Pull out your big guns and show them who's boss. Do it quickly or your entire population will be wiped out by the nasty Herd spores.

We've spotted a small squadron of Wood Wasps leaving a Herd Depot carrying some mucus spores. These spores can poison the entire population. You must stop them immediately, wherever they go.

During the first half of this mission, you'll race against time to destroy three Wood Wasps intent on delivering the deadly mucus spores to an unknown destination. These Wasps will try at all costs to outrun you through the narrow river canyon.



You must kill the Wasps before they reach their destination, or your mission will be a failure. There are very few weapons or points to pick up during this mission, so, hopefully, you

saved some ammo from the previous mission. One of the three Wasps will start just ahead of you and to the left. The second will start directly behind you. Take off after them the moment they speed away.

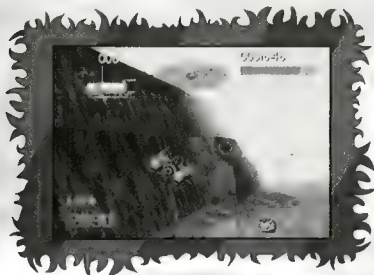
Stay as close to the Wasps as possible to find the perfect opportunity to take them down. Scroll through your weapons as you follow them and select the Fusion Cannon. One of the only weapons in this mission—a Pulse Laser—is floating beneath the large hollow log near the beginning of the canyon.



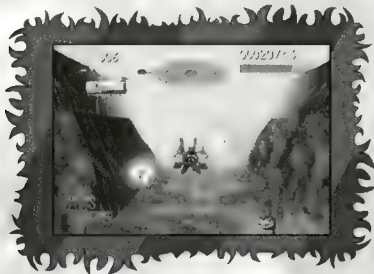


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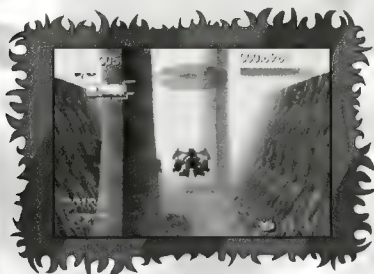
Fly under the log and grab the Pulse Laser. Just past the hollow log, turn to the right and fly over the laser turret.



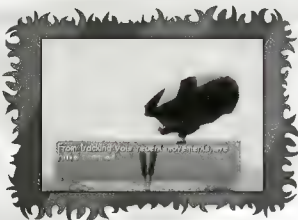
Now is your chance to take out both Wasps at once! Hover just past the turret until the Wasps both come into your view, then fire a burst of energy from your Fusion Cannon.



If you time your attack right, the burst will take out both Wasps at once! You may need to attempt this maneuver several times before you perfect it. With those two baddies out of the way, continue ahead down the canyon as fast as possible to locate the third Wasp.



At the end of this stretch of canyon you'll begin to catch up with the remaining Wasp. Buzz along quickly to catch up with him at the end of the cannon. When you're close enough, blast him with your Fusion Cannon and he'll fall to the ground in a ball of flames.



At this point, you'll be beamed to a large water area.

While tracking your recent movements, we scanned a huge enemy Spore Carrier in your vicinity. This is probably where the Wasps were headed. Engage the carrier and destroy it. Good luck!

Circle the water and collect all the goodies you can find. You should be able to find some Plasma Pistols and Spikers scattered around, especially on the higher ledges around the water.



Walkthrough: Missions

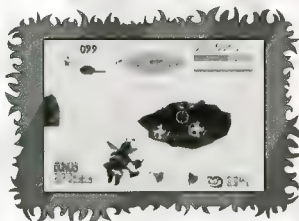
11 - 15

If you need health, locate the three pink flowers on the island in the middle of the water.



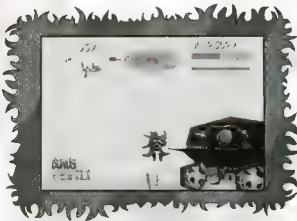
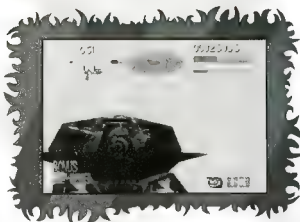
Now it's time to obliterate the huge Spore Carrier! To start with, you must blast the Spore Carrier's engines. Once you've damaged them enough, the shell of the carrier will fall away and

expose the interior. To destroy the engines, hover low to the water and shoot them repeatedly with your most powerful weapon.



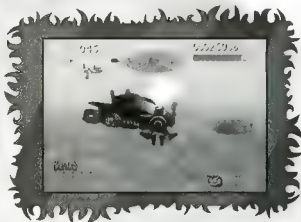
A Guided Missile Launcher is very effective in destroying the engines. Look out for the spores being dropped by the Carrier as it circles above the water.

Keep blasting away until the shell comes off the Spore Carrier, exposing the weak green spot at the back of the vessel. Now blast the green spot quickly and forcefully.



Be careful of the two gun turrets mounted on the back of the carrier that you must deal with now. Stand back and send guided missiles toward the carrier. Keep an eye on the blue meter in

the top right corner of your screen to monitor how much of the carrier's health remains.



Blast that bad vehicle until it floats down into the water in a ball of flames.

With Mission 15 complete, you're now ready for Mission 16.





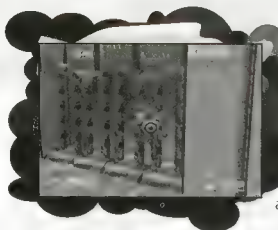
Mission 16: Sterilization

With each mission, the danger to the insect population increases. The survival of the normal insect population depends on your success now more than ever before. You have a job to do, Buck. Get in there and do it!

We fear that the explosion of the spore carrier released poison into the atmosphere. We've decided to sterilize the entire zone before the spores spread and become lethal. One of our explosive squads has dropped a nuclear DET trigger near the poison cloud. Activate it and leave the zone quickly!

Keeping your health full is essential to the success of this mission. Before you enter the sewers, turn either left or right from your starting point and collect the nectar from the flowers growing on both sides of the ledge.

Now turn toward the open area and fly up above the large wooden barrel.



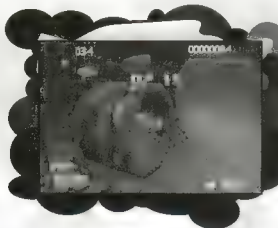
This weapon will absolutely be the most useful to you throughout this mission. With this new ammo in hand and your health replenished, turn toward the sewer entrance and approach the bars.

ALERT! ALERT! Buck, get out quick! The Herd has been alerted to your presence, and Herdlings have set off the DET trigger themselves. GET OUT OF THERE NOW!!

Your mission objective is now drastically different than planned. You must race for the teleport pad on the other end of the sewers to save your own life. If you don't make it into the teleport pad in time, you'll be diced into tiny bumble pieces by the explosion, so get moving! You have 2 minutes and 20 seconds to traverse the entire sewer system, so it will be a close call. This mission is very difficult and may require several tries to complete. As you cross through the bars and time starts ticking, check to make sure that you have the HGS 2000 selected. Just inside, you'll need to take down a big green Blocker Bug.



Blast him and then slow down to grab the Fusion Cannon out of the rusty pipe in the wall.



Grab the Plasma Pistol from the air above it, then float down toward the soda can closer to the sewer entrance. From above the can, you must grab the HGS 2000.

This big gun will definitely come in handy if you run out of HGS 2000 ammo. Now fly deeper into the sewers and mow down the next green Blocker Bug around the corner.



Do not stop for the gun in the rusty pipe on the right—it's only a Plasma Pistol. Fly through the jumble of pipes toward the end of the tunnel.



Avoid the laser turret there and take a right. Burn down the Spider and his web with your HGS 2000.



Use as little HGS 2000 ammunition as possible throughout this mission. It's scarce, but without it you're virtually defenseless against the numerous Herd baddies trying to slow you down.



Buzz down to the end of the hall and go around through the sewer passage along the trail of points. Look out for the Weevil on the ground around the corner! Now blaze through the sets of red pipes in the middle of the tunnel, grab the HGS 2000 that's between them, and continue on to the right.



If you're low on health, take the time to collect the special green nectar droplet from inside the rusty pipe on the left.

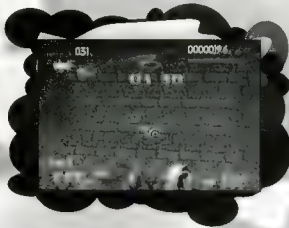
If you don't need the nectar, speed straight through the green pipes ahead and collect the HGS 2000 in the middle of the tunnel.



Just past the green pipes, shift to the right and fly along the right-hand wall of the cave to avoid the attacks of the Killa-Pilla ahead. Right behind him, you'll have to face off with one more icky little Blocker Bug.

Blast him down, then burn down the next Spider along with his web.

The HGS 2000 is essential in the killing of Spiders. These Spiders like to squirm, so most other weapons are totally useless on them.



As you proceed down the tunnel, pull up and fly closer to the ceiling to avoid the floating exploders ahead.

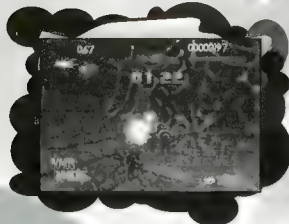


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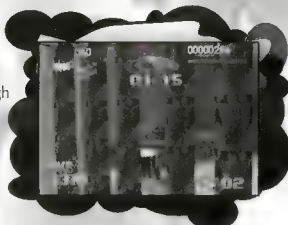
Walkthrough: Missions 16 - 19



Dodge the laser turret at the end of the next tunnel, and nab the HGS 2000 and the Plasma Pistol above it.



Turn to the left and fry the Spider to a crisp with your HGS 2000.

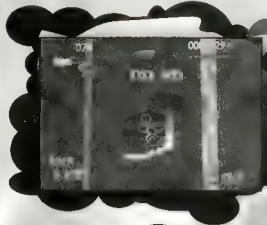
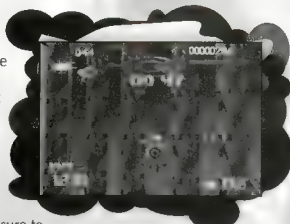


Continue on through the tunnel until you reach the green bars at the end.

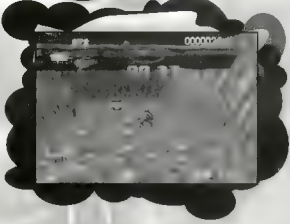
As you pass through the bars, fire off several blasts with your HGS 2000. A swarm of baddies lurks outside these bars waiting to take you out, so a preemptive strike is best. Attack a few more times once you're through the bars to destroy any remaining attackers. Fly slightly to the left and collect the Plasma Pistol hanging in mid-air. Also grab the Fusion Cannon hovering above the tire.



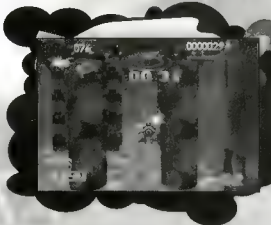
If you're desperate for health, turn to the right and snag the nectar from the pink flower on the ground near the entrance to the next sewer area. Now turn around and head into the next sewer tunnel. Make sure to grab the HGS 2000 on your way through the bars.



Kill the green Blocker Bug on the other side and then fly straight through the tiny hole in the concrete wall ahead.



Buzz under the logs and around the Weevil Cannon on the ground.



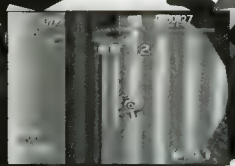
Turn to the left and fly through the mass of large green pipes in your way. Look out for the green Blocker Bug on the other side!



Take him down, then proceed through the tunnel and under the large metal support spanning the tunnel and through the mass of wooden pillars. Take down the next green Blocker Bug hovering just past the first set of pillars. Proceed down the tunnel, and grab the HGS 2000 hanging in the air above the rock at the end near the mushrooms.

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Follow the tunnel until you reach a large rock wall. Buzz on through the hole in the wall and take a left on the other side.

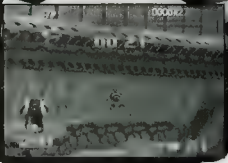


Slow down slightly when you reach the wooden walls at the end of the pipe maze. Make your way around each wall and into the next tunnel.



Navigate your way through the green and red pipes there. Once you're through the pipes, fly up toward the ceiling and around the two large Killa-Pillas in the sewer slime ahead.

Stay near the ceiling to avoid the floating exploders that dominate the next tunnel segment. Exit the sewers through the green metal bars and make your way into the canyon under the two large metal supports.



The next segment of the tunnel is packed full of laser turrets, gun emplacements, and floating exploders. Your safest route through this dangerous minefield is along the ground. Breeze around the laser turrets and stay low enough to avoid the floating exploders.

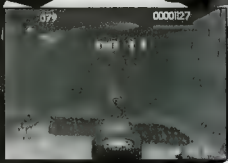


Avoid the laser turret on the ground as you turn right into the valley. Buzz around the green pipe and take a left at the next laser turret.

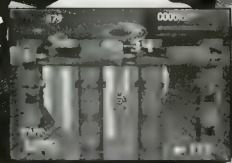


Take a right at the end of the tunnel, and fly directly through the center of the mass of pipes in the middle of the tunnel. Collect the special green nectar hanging in the air there.

Continue down the canyon until you reach the teleport pad.



Turn right again and proceed through the maze of green pipes filling the cavernous sewer.



Fly directly over the teleport pad in time and you'll be safely beamed back to your base.

Mission 17: Scorpion Killer

You must eradicate every single Herd minion you find in this mission. This stronghold is one of the last bastions of Herd domination still standing. Take out the baddies here and you'll be much closer to your final goal of Herd extinction. Fight hard, Buck: The insect cause depends on you.

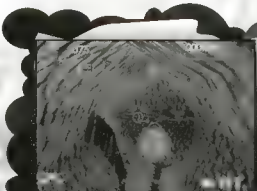
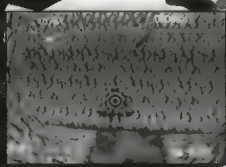
Buck, it's finally time to finish off the Herd threat. Enter the Herd base and eradicate this danger forever. Blast everything that moves. Take no prisoners! Good luck!

Fly straight ahead and grab the HGS 2000 from the compartment in the wall.



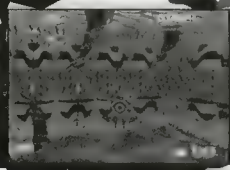
This weapon will serve as excellent protection throughout this mission. Now turn around and head toward the Spider on his web. Burn him down with your HGS 2000 to clear yourself a path.

Buzz ahead into the tunnel until you reach the next Spider on a web, and give him the same treatment. Just past the second Spider you'll reach a junction.



At this junction, take a left and fly up toward the ceiling to avoid the floating exploders. Hurry through this part of the tunnel—the floating exploders will be firing homing mines at you as you pass.

Your best bet is to outrun them and escape into the next room. You now have entered a large open area with several compartments lining the walls, which contain all sorts of goodies.



From the compartments you can collect one Exo-sect Launcher, three Plasma Pistols, one Spiker, and 1,600 points. With all these in hand, snag all the nectar you need from the three flowers growing in the center of the room. Quickly buzz back to the junction past the floating exploders and continue on in the opposite direction.



Nab the Guided Missile Launcher in the compartment in the wall before you enter the next large room.





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Be careful to stay near the ceiling in the big room—the Spider on the floor attacks using homing particles that can be quite deadly. Get near him but stay high above and take him out with your HGS 2000.



Stay way back outside the room and fire guided missiles at him until you've obliterated him.



If you run out of missiles before he's finished off, send him a few blasts from your HGS 2000 to complete the task. Be careful: Once you've done enough damage, the Herd Commander will detach from his post and start firing his deadly pink lasers at you.



Before you leave this room, be sure to collect the two HGS 2000s and two Guided Missile Launchers from the wall compartments.



Now turn your attention to the Spider on his web blocking your entrance to the next area.

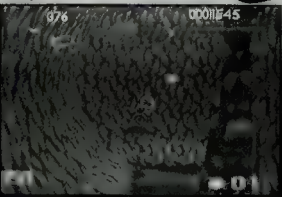


Fry that Spider with your HGS 2000, but don't go into the next room! From a distance, you'll be able to see the huge Herd Commander resting inside on top of his post.

When you're done destroying the Herd Commander, enter the room and fly to the left of his post. Take out the Dragonfly hovering near the post. Now fly into an opening in the wall on the left. There you can collect a Plasma Pistol and a Pulse Laser.



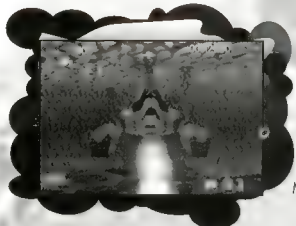
Exit through the small opening and continue along the left wall to collect another Pulse Laser and a Guided Missile Launcher. Along the same wall, in another small opening, you'll find some special green nectar that will restore you to full health.





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Now that you're in good shape again, turn your attention to the Spider on the web nearby. Blast the Spider, and his web will disintegrate. Collect the Cluster Bomb from the wall compartment straight ahead. Now turn down the tunnel and fly low under the floating exploders.



In the center of the room is another Herd Commander. Take him down using the same strategy as before with your Guided Missile Launcher.

If you run out of missiles, then go to work on the Herd Commander with your HGS 2000. Once he's dead you can safely enter the room and approach the second Killa-Pilla on the left. Take him out with your HGS 2000 or Pulse Laser. With all those Herd minions out of the way, you can collect the nectar from the two flowers on the ground on the left near where the Killa-Pillas once stood.



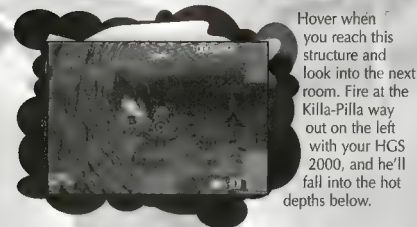
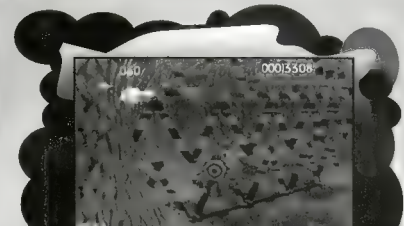
Proceed through the tunnel until you reach the first two Killa-Pillas. Take them both out fast using your HGS 2000.

Just past the two Killa-Pillas, you'll see a large structure spanning the exit from the tunnel into the next big room.



Now fly toward the other side of the room and into the center of the large Herd structure.

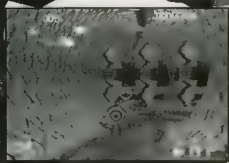
Grab the HGS 2000 from the center of the structure, then fly down and to the right through the yellow and black gate with the V-shaped designs in it.



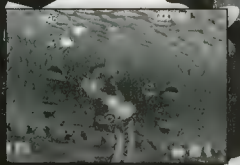
Hover when you reach this structure and look into the next room. Fire at the Killa-Pilla way out on the left with your HGS 2000, and he'll fall into the hot depths below.

Walkthrough: Missions 16 - 19

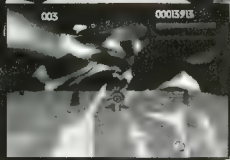
Behind this gate on the ground you'll find two flowers bearing nectar and an Exo-sect Launcher. Exit this area, then fly into the next area behind the yellow and black gate with the rounded pieces in it.



Annihilate the Killa Kommander with your HGS 2000, and the nearby portal will activate.

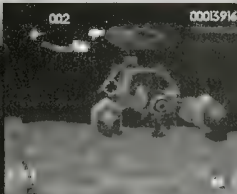


Before you fly into the portal, scour the area and collect the Pulse Laser, Spiker, and Plasma Pistol. Now head into the portal and beam to the battle location.



Buck, we've picked up an enemy message. They've called out their most powerful defense unit to stop you! Prepare to fight!

This is it, Buck. Time for you to fight the biggest, baddest Herd minion yet: the Scorpion Tank.



This huge monster fires both rapid lasers and Maggot Missiles, so he is a major threat to you! You must keep moving while fighting him at all times. To destroy him, you must attack the weak green spot between his eyes.



Before you attempt to take him down, search the area for weapons and other goodies.



Now go to work on him using your Exo-sect Launcher. Blast him right between the eyes! Your Pulse Laser also will do an effective job of busting him down. Keep an eye on his blue health meter just below yours. Destroy him, and you're on to Mission 18.

Mission 18: Core Nuke

It is essential that the reactor be disabled. The destruction of this Herd equipment could be the turning point in this war. Remain calm and be extremely careful with those explosives: They'll go off at the slightest bump!

Buck, the enemy troops are still very efficient inside their nest. Our intelligence services have located their main reactor. A single bomb could blow away the entire Herd garrison. Fight your way to the reactor, drop the bomb on it, and escape!



Immediately turn left from your starting point and fly up toward the hills on the left. High up on a ledge you'll find a droplet of special green nectar.

Drink the nectar to fully replenish your health before this big mission. Before you can deal with bombing the reactor, you must first gain entrance to the Herd base. To do so, you'll first have to destroy the outdoor Herd outpost. With the green nectar in your tummy, turn around and head out toward the large open area. Turn left as soon as you see the Killa-Pilla squirming in the pool of water on your right.

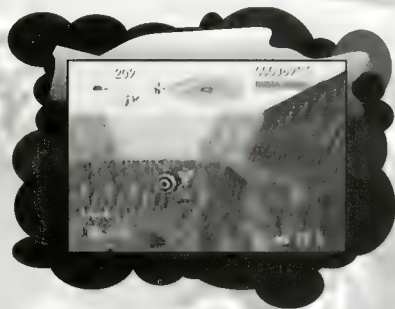


Fly directly over to the wasp hive, and use your Pulse Laser or another powerful weapon to blast it as quickly as possible.



Now you can focus your attention on the living creatures again. Blow down all the wasps in the area using your Plasma Pistol so they won't bother you while you fight the bigger Herd baddies.

If you need health after fighting the nasty wasps, turn to the left of the hive area and grab some nectar from the two flowers on top of the hill.



Now switch to using your HGS 2000 and head back toward the Killa-Pilla in the pool of water. Rush him and blast him down with your powerful weapon.



Once he's dead, turn around to face the Herd Commander.



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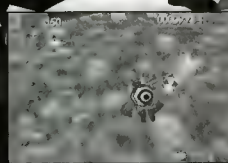


To defeat the Herd Commander most effectively, fly circles around him and stop periodically to blast him with your most powerful weapon.

Now it's time to take on the ground-dwelling Giz Beetles. You must destroy the Giz Beetle nest on the ground near the place where the wasp hive stood.



Before you can blast the Giz Beetle nest, you must make it open and expose its vulnerable interior. The nest will open only to release a new Giz Beetle. To make this happen, you must kill one of the Giz Beetles running around on the ground.



The nest will slowly generate a new Giz Beetle and open up, exposing its weak green spot. As soon as it's exposed, blast the green spot with your strongest weapon and the nest will break into pieces.



With the hive out of the way, blast each of the Giz Beetles until there are no more left. Now you can turn your focus to the two barracks nearby. You're not required to destroy these structures, but it's worth your effort to do so: They contain several weapons and also a couple droplets of green nectar. Drop a Cluster Bomb on each green spot and collect the treasure from inside.



There is only one remaining Killa-Pilla to destroy before the teleporter activates and allows you access to the Herd base. Fly back past the Herd Commander post and locate this second Killa-Pilla. Blast him with your Pulse Laser until he falls face first into the chilly water.



To your left under the metal support, you'll find the teleport device that will beam you directly into the Herd base. Before you go through, check the area for any goodies you forgot to pick up. Now fly straight into the teleporter and prepare to enter the Herd base.



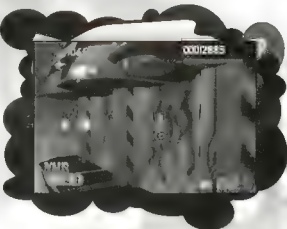
Look out for the two Chain Moths that will attack as soon as you teleport into the base. Attack them with a big gun to get them out of the way fast.





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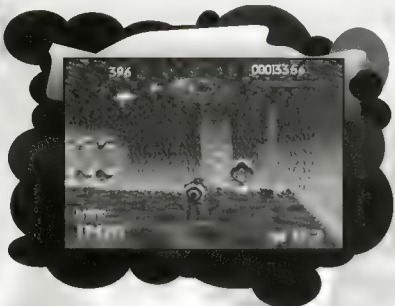
Once they're out of the way, make your way around the room collecting the Spikers and Plasma Pistols from the wall compartments.



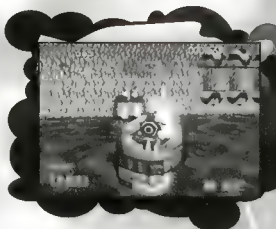
If you need health, grab some nectar from the two flowers in the corners of the room. Buzz over to the Spider's web and blast him down.



Turn and grab the two HGS 2000s hanging in mid-air to the left and right of the gun emplacements. Now turn around and take the first tunnel on the left. Follow the tunnel until you see a big yellow switch on the ground protected by two Phase Columns. Stay far back from the Phase Columns or you'll be sucked in by them and killed. Activate the switch from a distance to get rid of them.

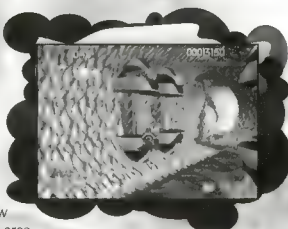


Proceed into the tunnel and quickly take out the gun emplacement ahead with your Pulse Laser.

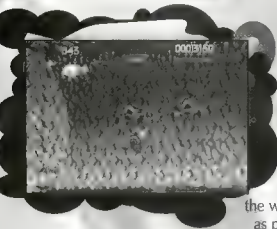


Look out for the mosquitoes buzzing around the room: They'll do some serious damage by banging into you. Take out their hive, then eliminate all of them before you try to pick up the bomb.

Turn left at the gun emplacement and attack the Spider on his web. When he's out of the way, fly on ahead and grab the nectar from the flower growing on the floor of the tunnel. Follow this tunnel to the area containing four wall compartments.



Once they're out of the way, collect the two Pulse Lasers from the compartments on the wall near the teleporter.



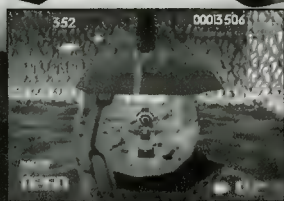
Grab all four Guided Missile Launchers from their compartments and continue down the tunnel to the bomb area. Fly through the gate and blast down the two gun emplacements on the wall ahead as quickly as possible.

Next, carefully fly over the bomb to pick it up.



Walkthrough: Missions 16 - 19

With the bomb in hand, fly into the teleporter to be beamed to the reactor area.



You're now in the core nuke area.



On the other side of the teleport, take an immediate left. Follow the tunnel until you find the switch.



When you shoot its green spot, this switch deactivates the Phase Column that guards the main reactor. Grab the nectar from the two flowers on each side of the switch and fly back out of this tunnel and go to the left.



Your first task is to destroy all four Killa-Pillas guarding the reactor with your HCS 2000. Fire as quickly as possible until all four are lying face down in the water.



When the last Killa-Pilla is destroyed, wasp reinforcements will arrive to take you out. Destroy all the wasps with your Plasma Pistol so they can't bother you while you work on the reactor.

CAUTION!

Be extremely careful not to touch any surfaces with the bomb in your hands. It will explode on contact!

Get close enough to the reactor so you can aim at each of the four blue spheres, but not so close that the Phase Column sucks you in and hurts you. Blast each of the four spheres until you've destroyed it.



Make your way down the tunnel past the empty wall compartments and take your first left.





Once you've cleared the reactor pad, fly directly over it and place the bomb.

You now have only 1 minute and 40 seconds to exit the area before the device detonates. Fly out of the reactor area and take a left. Blast the Spider to destroy his web and then proceed through the small hole in the large stone wall.



You'll be beamed to a safe area, where you can fly to the teleport pad without being harmed.



Land on the pad, and your mission is complete!

Mission 19: Gatekeepers

This is the big time, Buck. It's time to show the evil Herd who rules this garden. Until now the Herd Queen was thought to be untouchable, but now you have a chance to meet her face to face. You have the skills and tools to get the job done.

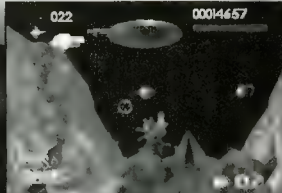
Buck, we have located the Queen's chamber. We'll beam you in as near to the chamber entrance as possible. We assume you'll encounter the Queen's Gatekeepers, so proceed with extreme caution to outwit this heavy resistance. Locate the keys to the chamber, which are being held by the Gatekeepers. Good luck, Buck!

Take a right down the tunnel past the wall compartments. Continue down the tunnel until you reach the gun emplacement on the wall. Go to the right and buzz through the gate blocking the tunnel and past the tree.



As you begin Mission 19, you're facing two stone statues of the Herd Queen's head.

Above each is a weapon. Fly over and pick up the Fusion Cannon and HGS 2000.



Behind the statues you'll see a path on the ground leading to the Queen's chamber.

The gate to the chamber is currently closed. You must collect three key pieces to open this gate and face off with the Queen once and for all. Do not fly along the path just yet. There are two nasty swarms of gun-toting wasps waiting back there to take you down. You can deal with those baddies after you have the key to the gate. With your two guns in hand, look to your left immediately before moving anywhere. Between the tall tree and the hill, you'll find some special green nectar.



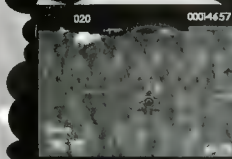
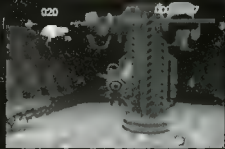
If you need health, grab the nectar now. If you have more than 75 percent of your health full, leave the nectar there for later consumption. Now turn back around and face the water.

There are several weapons for you to collect along the surface of the water.



Fly down toward the surface and collect the Cluster Bombs and the Plasma Pistol nearby. Before you proceed, fly directly through the Herd temple on the island in the middle of the water.

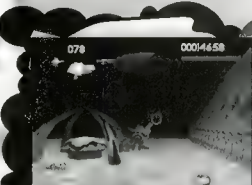
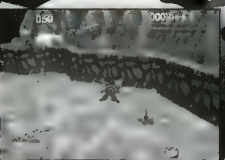
This will generate several weapons and points around the taller building behind the temple.



Pick up all the goodies. These include an HGS 2000, a Plasma Pistol, a Fusion Cannon, a Spiker, and 4,000 points. Now buzz past the tall structure and inspect the hillside off to the left. High up on a

ledge, you'll find a flower along with a drop of nectar and an HGS 2000.

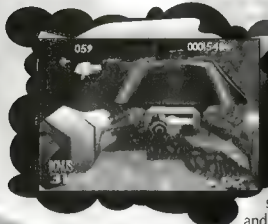
Grab this loot and fly back down to the surface of the water. Search for the rest of the weapons along the water, most importantly the Pulse Laser to the right of the tall structure on the water's surface.



Proceed with caution through the valley and past the Herd structure with four metal spikes on it in the water on your left.



You should be able to make out a Herd Commander sitting on his post up ahead on the land. Stay as far back as possible while keeping this baddie in sight, and fire off a few guided missiles in his direction.



Attack him with the guided missiles from a distance until he is destroyed. Be very cautious as you fly ahead: The first gatekeeper is not far from this point on the left. Pass the spiked Herd structure, and then you'll see a small

metal railing on your left. You'll find the first Gatekeeper just past this railing.

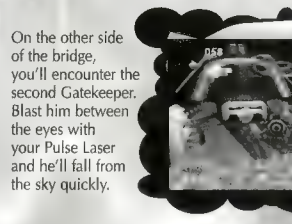
Whip out your Pulse Laser and go to work on the Gatekeeper's green spot, right between his eyes. Always keep moving as you attack him, or he'll connect with his attacks. When he's dead, you can collect the first piece of the key from the surface of the water where he went down. Before you grab it, fly straight back toward the hill behind the Gatekeeper and snag the nectar from the flower on the ledge and also collect the Pulse Laser.



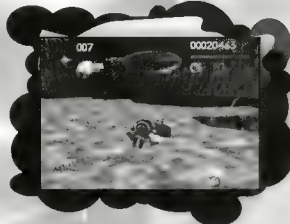
Now turn around and buzz on down to the water surface. Grab the first piece of the key and fly back toward the Herd Commander's post.



Fly past the post and over the bridge. Be sure to nab all the points and weapons on the bridge on your way over.



On the other side of the bridge, you'll encounter the second Gatekeeper. Blast him between the eyes with your Pulse Laser and he'll fall from the sky quickly.



Grab the key from the ground where his wreckage lands.



If you need health at any point during your battle with the second Gatekeeper, fly past him and up onto the ledge with the Transporter on it. Behind the Transporter you'll find another droplet of special green nectar.

After you've destroyed the second Gatekeeper and collected the green nectar, turn around and face the bridge, and then look to the left. You'll see a much larger set of railings there.



Behind this set of railings is the third and final Gatekeeper. Fly back and blast him between the eyes.



Annihilate him, and then grab the third piece of the key from his wreckage.



Now make your way back to the entrance where you first saw the statues of the Queen's head. Fly over the statues and be prepared to face off against two swarms of angry wasps.



Don't go too deep into the area or you'll be quickly surrounded.



Go to work with your HGS 2000 or your Fusion Cannon. Either weapon will eliminate several of those laser-shooting baddies quickly. Keep moving to avoid being hit by the wasps as you take them out one by one. When the wasps are

finally out of your way, fly directly through the brown Herd gate in the wall that leads to the Queen's chamber.

Collect the line of goodies on the other side of the gate: 100 points, a droplet of green nectar, a Plasma Pistol, two HGS 2000s, and a Spiker. These weapons, in particular, will be invaluable in your fight against the Queen.

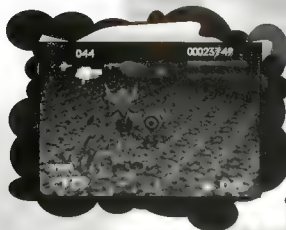
Once you have all your goodies, fly into the green teleport to be beamed directly into the Queen's arena!



Buck, we are registering a high level of energy near you. The Queen must be close to you now, so watch your step!

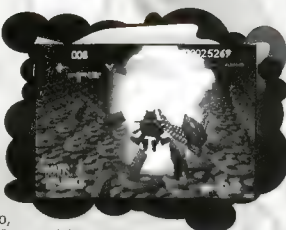
The Queen is a nasty little girl who fires both homing lasers and Maggot missiles faster than any other Herd baddie you've encountered. You must constantly stay on the move to avoid being caught by her rapid-fire attacks.





To kill the Queen, you must shoot her in the head until she runs out of health. You can keep track of her health with the blue health meter below your own in the top right corner of the screen.

Grab it quickly and don't give the Queen a chance to shoot you while you go for health. Your best bet in attacking her is to fly up near the ceiling and attack from above. Once you bring her health down to zero, she'll sink into the floor as if dying.



Before you try to defeat the Queen, scour the entire arena and grab every weapon you can find.



Don't get excited too soon though, Buck! She's not dead yet. The Queen will return to fight again now as a floating caterpillar-type creature.

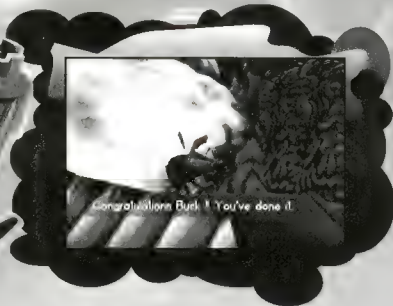
The Pulse Laser is the most effective weapon against her, but the Fusion Cannon will hardly touch her. Run from her, wait for her to follow, and then turn around and blast her in the skull a few times.

Run away if she gets near you or she'll be having bumblebee for dinner! If you need health at any point during your battle, you can find flowers with nectar in every corner of the arena.



Stay far away from her as you attack, or she'll coil around you and do some serious damage. Stay near the ceiling again and shoot down at her head. Keep running when she gets close, then turn and shoot from a distance.

Damage her enough and she'll die of her injuries, and the insect kingdom will be saved! Congrats Buck, you did it!





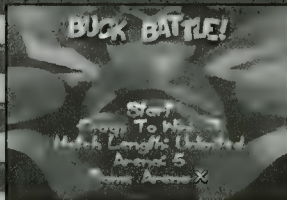
MULTIPLAYER STRATEGIES

Buck Bumble provides two completely different multiplayer modes for the ultimate in head-to-head combat. In either mode, all the standard navigation techniques from the single-player game still apply. Learning to fly and dodge effectively is essential to becoming a good Buck Battle or Buzz Ball player.

BUCK BATTLE

This mode allows competitors to face off in a no-holds-barred death match. The only goal in Buck Battle is to kill the other player before he kills you. In this mode, you'll find weapons that you can use against your opponent scattered around the arena. Beat him to the frag count you set before the game and you'll be the winner!

Options



Once Buck Battle is selected, you'll be given several options to set. The first is how many frags, or kills, it takes to win the game. Select 3, 5, or 10 frags as your limit. This may not sound like very many, but Buck is a durable little guy and takes some time to frag! Next determine how long the match will last. Select a 1-, 3-, 5-, 10-, or 30-minute match. If you'd like to play to the frag limit no matter how long it takes, then set the match length to "unlimited." Now you must select your arena from the five available. Finally, you must decide whether you want to switch arenas for your next game. If you'd like to play repeatedly in the same arena, make sure there's a check mark next to the "same arena" option.

The Arenas



Arena number one is a tiny, one-room battlefield perfect for a fast game with lots of action.



Arena two is only slightly larger, but contains more powerful weapons to speed up the action.

Arena three is also one room, but it contains a Pulse Laser. This Pulse Laser will kill your opponent far faster than the Plasma Guns in arena one!



Arena four is somewhat larger than the first three. Expect a longer game on four, and beware of the water between the hills.



Arena five is also large and has lots of places to hide. This arena, however, contains a Pulse Laser to speed up the game somewhat.





Strategies

A good Buck Battler cannot simply fly around and haphazardly shoot at his opponent. Skill in deathmatch requires strategy and planning. The following basic techniques will help you improve your frag count against the best of opponents.

Know the Respawn Points



Every arena has two predetermined spawn points. After a player is killed, he'll reappear at this same point every time without fail. Learn where these points are on every map for both players. Also, it's helpful to know

which weapon pickup is closest to each point. If you know your opponent's respawned and what the closest weapon to him is, you'll be able to head him off before he can even pick it up.

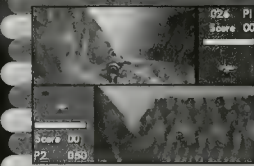
Practice That Aim

If you want to win in Buck Battle, nothing is more important than aim. One of the best ways to improve your aim is to fight the artificially intelligent bugs in the single-player game.



Trying to take down swarm after swarm of nasty Wasps will significantly improve your ability to hit a moving target. Practice your aim on all those bugs in the game and your friends will seem much easier to beat.

Always Use a Bigger Gun



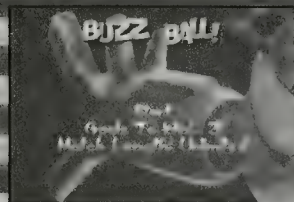
Don't waste your time trying to blow down your opponent with a Stinger. Always search for a bigger, badder weapon before you start a battle. Having a stronger gun will give you

a serious advantage over an enemy who has only a Stinger. Use your default Stinger only when you have no other option or when you're forced to defend yourself. Otherwise, take the time to find a Pulse Laser or other big gun and then use it to take your opponent down.

BUZZ BALL

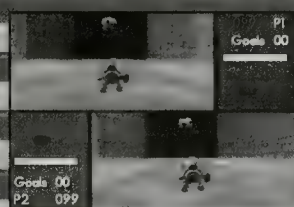
The objective of Buzz Ball is totally different from that of Buck Battle. In Buzz Ball, two players face each other in a game of soccer. Each player attempts to score the predetermined number of goals before his opponent. This game isn't as easy as it may seem! The soccer ball is large and very difficult to control. This game requires the player to have excellent control of his movements to guide the ball into the goal.

Options



There are only two options to deal with in setting up a game of Buzz Ball. To begin with, you must set the number of goals required to win. Set this value to 3, 5, or 10. The maximum length of the match also must be set to 3, 5, 10, or 30 minutes. You may also play a Buzz Ball match for an unlimited time period until one player reaches the number of goals required to win.

The Arena



Buzz Ball is always played in the same arena. This arena resembles a large indoor soccer field. There is a white line directly through the middle of the field. At the beginning of the game and after a goal is scored, the ball will drop directly into the middle of the field on this line. At each end is a goal. To score a point, you must get the ball into your opponent's goal. You can do this by either physically running into the ball to push it along the ground or shooting it. Collect the Frag Cannon that appears in your goal a few seconds into the match. You can shoot your opponent and kill him, but you'll gain no points or goals from this. Shooting your opponent is merely a distraction in Buzz Ball.

Strategies

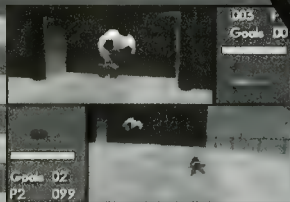
A game like this requires some very different strategies than you use in Buck Battle. No killing is necessary here—instead, the player must have control of Buck and the ball at all times. This requires amazing agility and speedy thought. The following techniques should help in honing your Buzz Ball skills.

Hover



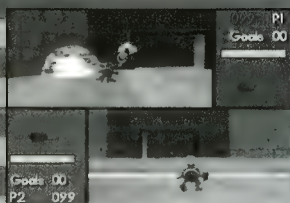
Hovering is never more important than it is in Buzz Ball. The movement of the ball can be somewhat unpredictable, requiring you to do some quick turning and stopping. If the ball suddenly changes direction and starts coming at you, you must be able to hover until it's clear which direction you must go to protect your goal. Additionally, pressing the hover key (B) will allow for faster spinning and direction changing.

Move Quickly and Decisively



Outrunning your opponent can be the difference between victory and failure. If your foe moves slowly, you can beat him to the goal every time. The faster you move, the harder it is for him to defend his goal against your seemingly erratic attacks. It's also important to be decisive. Don't change course over and over. Pick a strategy and stick with it. Being decisive will speed up your movement and make your approach more effective.

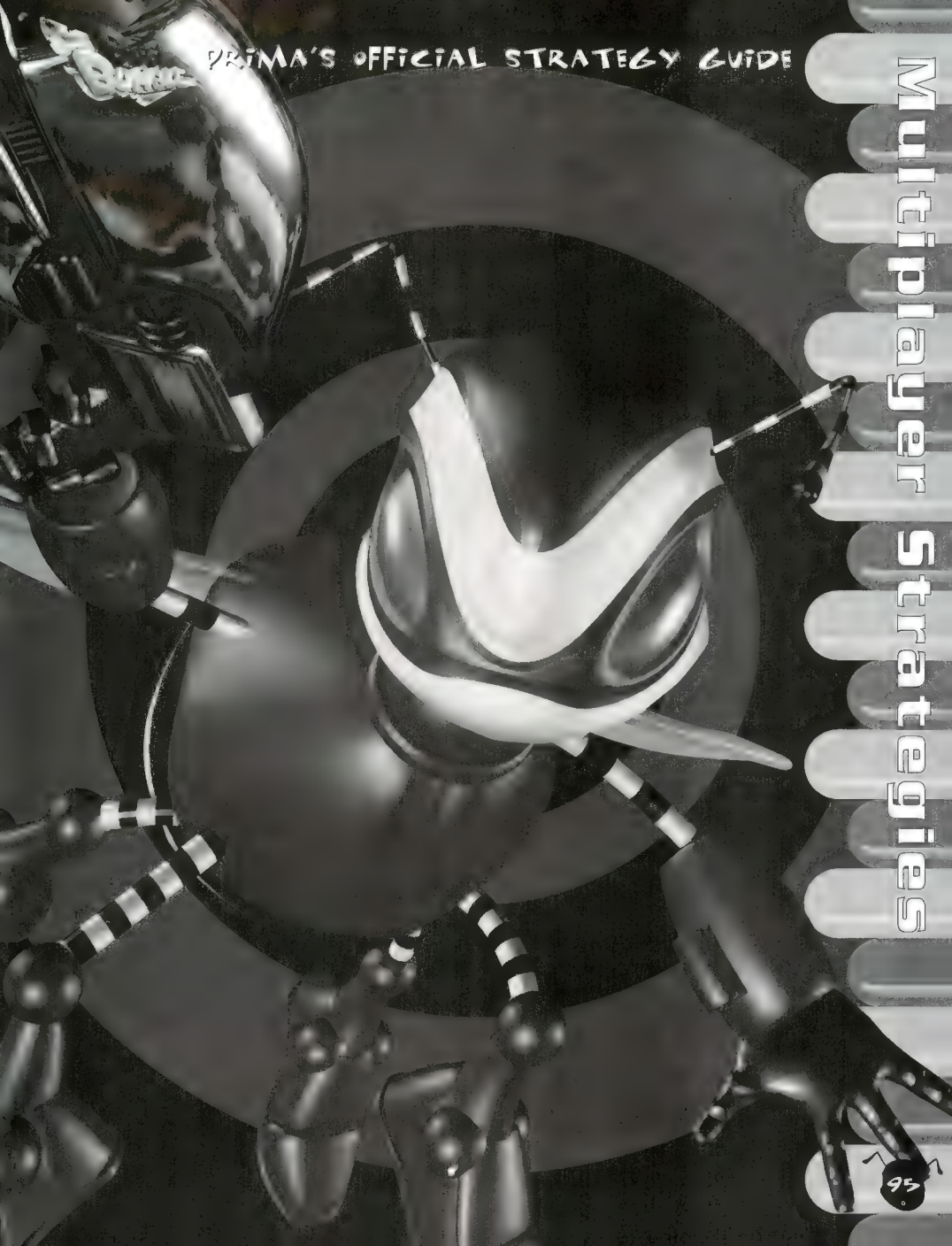
Use Your Gun

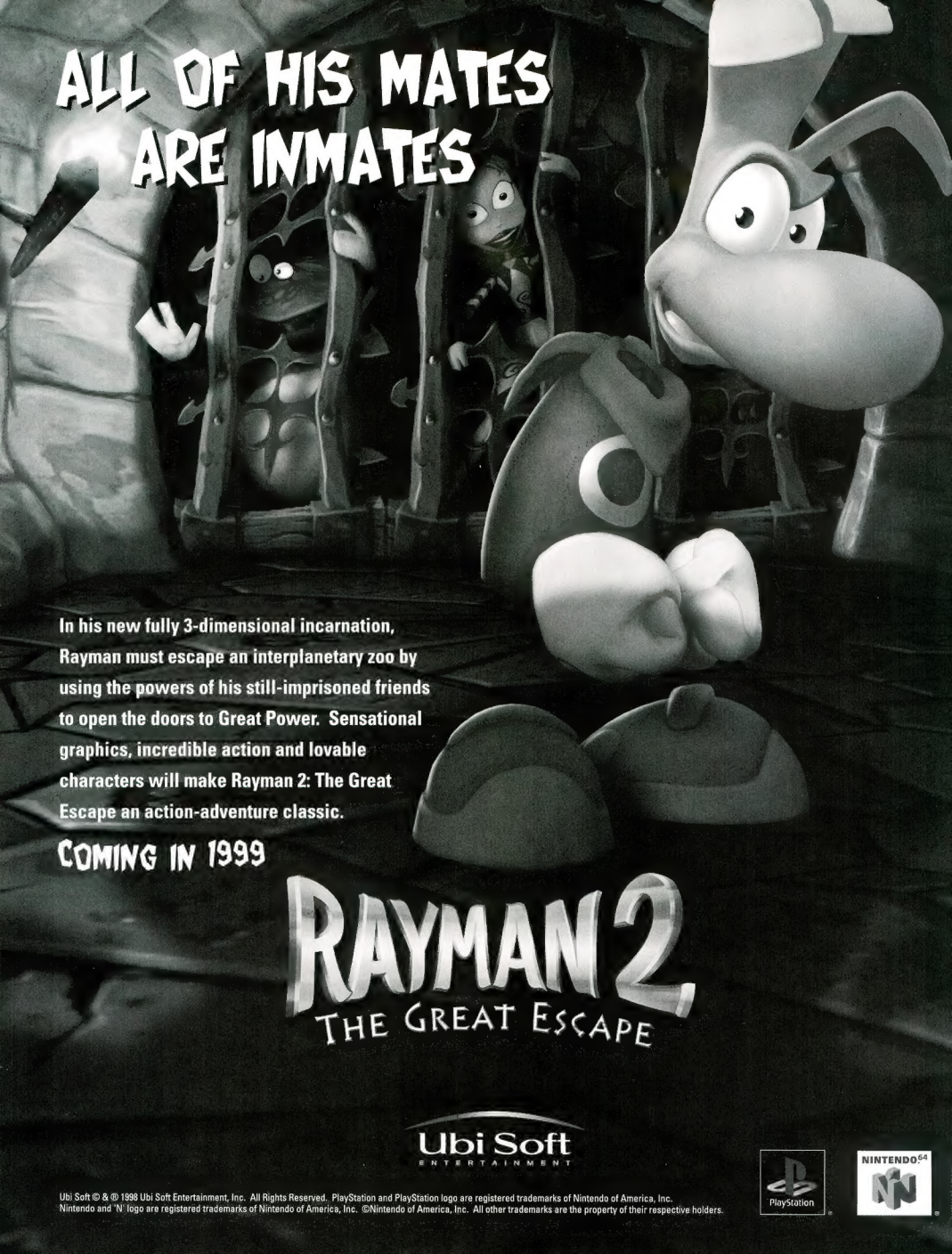


Even though hurting your opponent doesn't add to your point total, it can be a very effective strategy to keep him from scoring. The shots from a Frag Cannon or Stinger can be very disorienting to a player trying to focus on pushing a ball toward the goal. Your attacks may cause him to change his course or cause him to lose control of the ball. If you manage to kill him, he'll be out of your way momentarily until he re-materializes in his goal.

PRIMA'S OFFICIAL STRATEGY GUIDE

Multiplayer Strategies



A black and white promotional image for the video game Rayman 2: The Great Escape. In the foreground, Rayman is shown from the back, sitting on the ground with his hands clasped behind him. He is looking towards the background. In the background, there are several cages made of vertical wooden bars. Inside the cages, several other characters are visible, including a large, round, spotted creature and a smaller, more complex creature. The setting appears to be a dark, underground or interplanetary zoo.

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